FLIP ME OVER FOR WHAT'S IN THIS ISSUE!

N64 MAGAZINE **FOR NINTENDO 64 FANS**

Future Publishing

AUGUST 1997 £2.95

N64 MAGAZINE



PSSST! LOOKING FOR NEW GAMES FOR YOUR NINTENDO 64?



TAKE A LOOK UNDER HERE...



E!

ULTI RACING CHAMPIONSHIP

Scoop first review of the N64's first rally game!

US! PANESE D U.S. WS AND VIEWS!



GO GO!! TROUBLEMAKERS



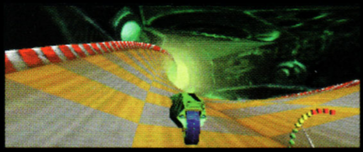
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ISSUE 5

EXCITING NEWS FROM AMERICA!

LIVE FROM E3!

EXTREME-G!



We've played Acclaim's top-speed bike racer!

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Nintendo's SNES classic goes 3D! We've got the first shots – and exciting info...

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CONKER'S QUEST!



First peek at Rare's big N64 game for 1998!

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Rare's 'Dream' turns out to be a stunning 3D adventure to rival Mario 64! Have a look at our pics...

BANJO-KAZOOIE!

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See Konami's amazing (and mysterious) new 3D RPG!

HYBRID HEAVEN

PLUS! GOLDENEYE 007 ● BODY HARVEST ● TOP GEAR RALLY ● BOMBERMAN 64 ● TETRISPHERE ● YOSHI'S ISLAND 64 ● LEGEND OF ZELDA 64

and loads more...

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WORLD EXCLUSIVE! MULTI RACING CHAMPIONSHIP

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GO GO!! TROUBLEMAKERS



MOTHER 3

ISSUE 5

GO! GO!

N64 MAGAZINE

We know what we mean when we say what we say.

1. N64 Magazine will recognise that the Nintendo 64 is the best games console ever created, and that its best games are utterly incredible!
2. N64 Magazine will review all new Nintendo 64 games, from Europe, America and Japan!
3. N64 Magazine will employ only the most skilful reviewers!
4. N64 Magazine will play the big games properly – through to the end, no matter how hard they are – before passing judgement!
5. N64 Magazine will pack every page with vital tips and secrets!
6. N64 Magazine is completely independent, and will not be afraid to call a crap game a crap game!
7. N64 Magazine will reveal the very latest exciting pictures of new N64 games from around the world!
8. N64 Magazine will not pad itself out with tedious waffle when it could be writing interesting stuff or showing great pictures!
9. N64 Magazine will give advice on all aspects of N64 gaming whenever its readers might need it!
10. N64 Magazine will be everything a Nintendo 64 fan could possibly want, every month!



Can you say the same thing? Well, can you?



WELCOME TO N64 MAGAZINE

Mario found on Mars!

We interrupt the bit where Jonathan's intro would normally go (Phew. – Ed) *to bring you an exciting announcement:*

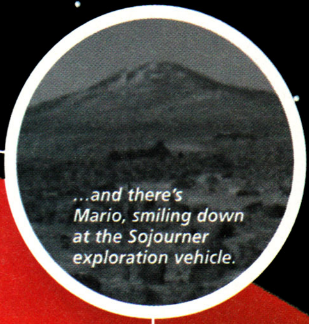
As this issue of **N64** Magazine was going to press, NASA's Pathfinder probe was beaming back the first new images of the Martian surface to have been seen for 20 years. Studying the pictures in between furiously writing pages and playing *Multi Racing Championship*, we were amazed to spot a familar face clearly imprinted on the side of a hill on the Martian horizon: that of our old chum Mario.

Quite how Mazza made it to Mars before NASA's boffins isn't clear. But, after a little computer enhancement, there's no mistaking the chubby features of our plumber pal, who is visible on one of two hills the scientists have dubbed the 'Twin Peaks'.

We'll keep you updated on the Mars Mario find as more information becomes available. Meanwhile, on with our coverage of E3, *Multi Racing Championship, Blast Corps, Go Go!! Troublemakers*, European N64 games and everything else that's happening in the world of Nintendo 64 this month...



This picture looks like most of the other images beamed back from Mars by the Pathfinder mission, eh? Look closely at the right-hand hill, however...



...and there's Mario, smiling down at the Sojourner exploration vehicle.



A little enhancement by Wil leaves no trace of doubt.

GO! GO!

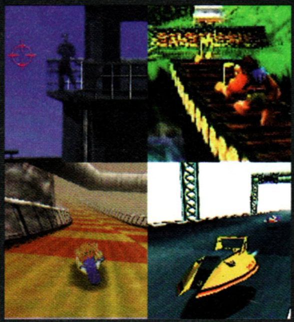
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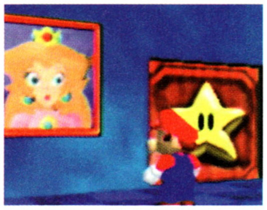
News from the world of Nintendo 64 — Starts on page 6



N64 MAGAZINE HOW TO...

Guides to ease you through life. — Starts on page 70





TEAM 64

It's been like learning to drive again, having *Multi Racing Championship* to review this month.



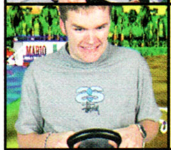
Jonathan Davies
Jonathan disapproves of cars, especially diesel-powered ones and big four-wheel-drive ones. But you wouldn't think it to see him play *Multi Racing*.
Game of the month: ***Blast Corps***



Wil Overton
Wil spent the first half-an-hour puzzledly trying to form the billboards into a melded triplet. But he soon got the hang of it, boy-racing as if in an XR3i.
Game of the month: ***Go Go!! Troublemakers***



James Ashton
"Out of my way!" yelled James, shaking his fist at Wil's Essex driving technique. Then he remembered himself, and reinstated his look of weary disinterest.
Game of the month: ***Multi Racing Championship***



Tim Weaver
"They wouldn't stand for this in America, you know," complained Tim, conveniently reminding us once again that he spent a week in America for E3.
Game of the month: ***Multi Racing Championship***



Paul Jarrold
Paul's trying to grow an avacado stone in a yoghurt pot. But he forgot all that for a few blissful hours as he barged us all off *Multi Racing*'s twisty roads.
Game of the month: ***Mario Kart 64***

And also starring...

Our huge Blast Corps review has been compiled by Jon Smith, while Jonathan Nash has enjoyed Go Go!! Troublemakers enormously and our homeless-looking pal Zy Nicholson has punched and kicked his way through Dark Rift.

REGULARS

A HANDS-ON LOOK AT RARE'S NEARLY-COMPLETE MASTERPIECE!

▽ Many of the missions have scientists caught in the cross-fire. Don't shoot!







△ With the sniper rifle, you can zoom in on your prey to a breathtaking level of detail.



△ The silencer, here, means you can work without alerting guards. Probably.

GOLDEN

If there was one game that stood out at the E3 expo as a potential show-stealer, it was *GoldenEye 007*. Rare's long-in-development first-person shooter had such a low-key booth – only six main screens and a solely multi-player set-up – that, on entering the Nintendo stand, it was all too easy just to wander on past. But mere moments spent in some Russian nuclear base infiltration exhibited the game's *Turok*-beating promise.

To begin with, it's true, **N64** Magazine weren't sure about the game. The weapons felt a little lightweight, and the targeting system involving holding the Right shoulder button down in an effort to be more accurate too often resulted in your dying. But the more we played, the more we began to take to it, and a three-hour stint on Saturday – braving annoyed looks from Nintendo personnel – finally settled matters.

In actual fact, what you quickly learn is that there *is* a kind of automatic targeting on the game. It's not as accurate as *Shadows of the Empire*'s, where your gun's drawn directly to any moving enemies, but by turning in the general direction of Bond's foes you can fire off rounds with ease. Some miss, but most don't, and the beauty is, if you catch an enemy in the shoulder he'll go down clutching his wound, meaning you actually have to finish him off or he could get one last shot in.

Indeed, it's the minor details in *GoldenEye* that make the game as good as it clearly is. For example, on the second mission you're dropped down into the toilets of the Archangel Base (just as in the film) and, with soldiers hiding out in the cubicles, you need to check each one before proceeding. However, you can't just open a toilet door; you need to shoot the locks in order to see what's inside. The problem is, if you make a noise, base soldiers will realise something's going on and swarm in your direction. Thus, a pistol with silencer is best used rather than an AK-47.

Then, when you do loose off rounds, the strength of the gun – or its type of fire – will have a different effect on the person you hit. A silencer produces puffs of blood, while a machine gun leads to patches of red stuff sliding across your enemy's body. And if you accidentally fire into a wall or door, bullet holes will be made. Later on in the game, during a traipse through the snow, if you hit the ground clouds of white snow puff up. All these effects make the game marvellous just to watch, let alone play. The Rumble Pak can also be used; it rattles away as you fire off rounds and thuds when you're hit.

Add to all that visuals as smooth as butter, with lush interiors and vast outsides put together at the finest levels of detail, twenty increasingly-hard missions (plus, we wager, several secret ones) and a re-jigged theme tune (which you'll either find pleasingly modern or despicably fiddled-with), and you've got everything that's great about Bond.

Oh, and did we mention how you could shoot out panes of glass and then step through the open window? And what about zooming in on your prey when you've got a sniper rifle? Crawling through tunnels? Firing off two pistols at the same time... Ace.



△ This Russian base is your second port of call. Weapons soon become more plentiful.



△ The thud-like sound of the sniper rifle finding its prey is beautifully satisfying.

AH, MEESTER BONDS...

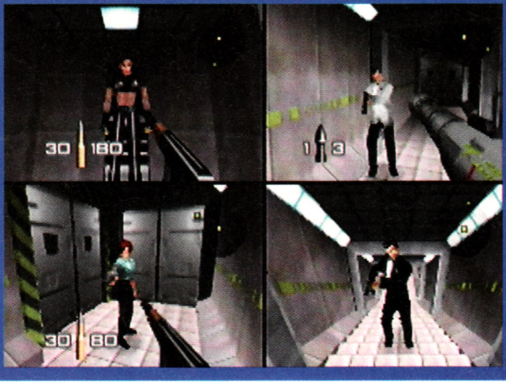
If there's one thing that went down a storm at E3, it was *GoldenEye*'s deathmatch set-up. Up to four players can take on the roles of Bond, his two lady friends and, best of all, trademark villians from past films. So Jaws, Oddjob, Boris and Trevelyn (006 in *GoldenEye*) can be given the call of duty. The arena is then cleared of computer-controlled foes and it's left to you and your chums to battle it out in a variety of ammo- and weapon-laden environments. Once you're dead, your quarter of the screen fills with blood and, as they say, you're out of there (until you, um, press Start again). Oh, and that reminds us: the intro even has the renowned small Bond-filled circle with an N64-generated 007 who turns round and shoots. And the screen even fills with blood. Mmm...



Splendid multi-player action, here. And two new Rumble Pak-led weapons to boot. The firing feeling is outstanding.



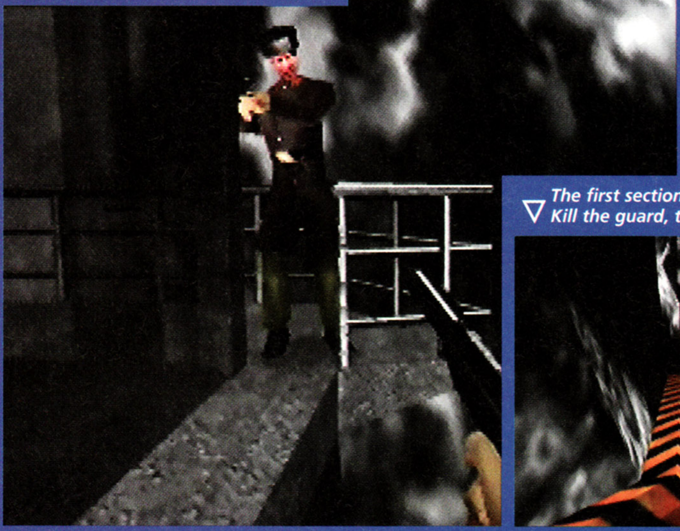
Bond's famous watch is your options screen. The camera zooms right into the face of the watch from its previous position as your eyes.



GoldenEye 007		
RARE/NINTENDO		
Japan	8th August	1-4
UK release November		

EYE 007

now, listen carefully, bond...



As in Turok, there are plenty of disturbing cranial upsets on show.







The first section of the first level. Kill the guard, then on to the tower.



After completing the first mission, you must work your way towards the dam, and bungee-jump off.

TO BE CONTINUED... *GoldenEye*'s due out abroad in August, so we'll review it in issue 7.



Like Mario 64 before it, Banjo-Kazooie includes some glorious flying sequences. Although this section wasn't playable at the show, the video showed how superb it will be. And the huge 3D world beneath is just as gorgeous to ogle. Luvverly.

And so the game formerly known as *Dream* (that's "going to do for the N64 what *Donkey Kong Country* did for the SNES", according to Nintendo of America chief Howard Lincoln) emerged at E3 as *Banjo-Kazooie*, the first of Rare's two new 3D platform games. Undeniably stronger than *Conker's Quest*, certainly at this early stage, *Banjo-Kazooie* was backed up on Nintendo's stand with two rows of six screens, as well as a ten-foot video wall looping all day to the sight and sound of the pair's various antics.

"Once in a while, a new video game introduces characters so rich with personality, flair and gameplay capabilities, they're destined to become industry celebrities," drawled Nintendo. Are they right? Well, they're serious. And although only one level of *Banjo-Kazooie* was playable at the show, Rare are certainly on to a game to rival *Mario*. At last, both visuals and

BANJO-

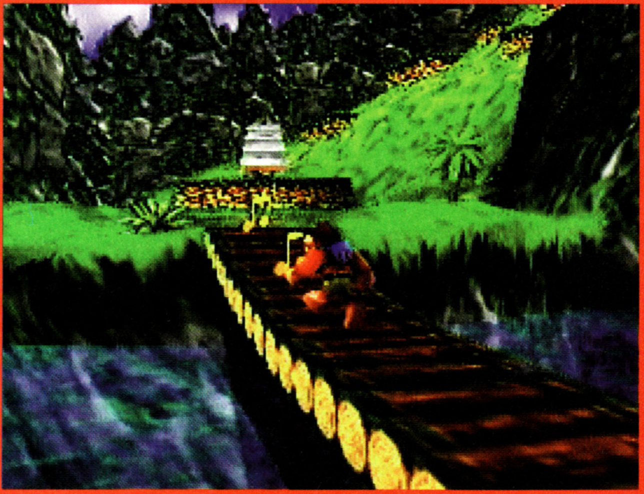
a bear, a bird and a





Legging it about his woodland home, there's much to discover and collect for the young Banjo.

And as in Mario, when the time calls for it, proceedings can be viewed from an entirely different angle.



gaming ideas come close to matching Shigeru Miyamoto's own, not inconsiderable, efforts.

Initially, it's hard not to be slightly disappointed by the similarities between this and not only *Conker's Quest*, but *Mario 64* itself; especially after Rare's last game, the wholesomely original and totally unclassifiable *Blast Corps*. But take on the guise of the backpack-laden Banjo and his long-legged birdy friend Kazooie, who hides out in the aforementioned ruck-sack awaiting the call of duty, and you'll soon discover a beautifully-designed adventure.

Each of the characters has 24 moves available (although only about half were useable at the show), and each puzzle in the game involves one of these actions, so noggin-use is essential. And if Banjo is unable to do something, then the chances are Kazooie can. The show level, for example, had Banjo unable to scarper up a slippery slope to a goodie-laden temple. Fortunately, the ostrich-like Kazooie could quite happily traverse sharply-angled hills and, with a quick change of position (to the accompaniment of some delightful animation), Kazooie could stick Banjo on *her* back and get to those hard-to-reach places.

Other puzzle-busting moves included Kazooie being able to reach out of the backpack and 'snap' at foes as they attack Banjo, and the bird flapping her wings to lift the pair off the ground in order to achieve longer jumps.

If the whole thing sounds a little familiar, that's probably because it's *DKC64* with a honey bear (leaving you to wonder just what Rare are going to do with *Donkey Kong*'s pencilled-in N64 outing). Enemies are distinctly recognizable, even under their different shapes and names, with orange-throwing gorillas, giant termites and a shaman called Mumbo Jumbo all recalling a certain SNES trilogy, and the 16 levels expected in the final version will take in such familiar locations as swamps, mountains and volcanoes – this time, all rendered using superb 3D graphics.

But the beauty of Rare's games are that they're instantly enjoyable. This plainly isn't treading revolutionary ground (influences are bandied about, even in the single E3 level, like they're going out of fashion), but there are enough new ideas and features to generate huge excitement amongst even the staunchest of *Mario* and *DKC* followers.

At the moment there are only two or three developers fully making use of the N64, and on this evidence (as well as that of *Blast Corps* and the forthcoming *GoldenEye*), Rare are definitely leading the pack.

Crowds gathered at the show, lines formed and all trumpeted the potential brilliance of *Banjo-Kazooie*. And that's just from playing an early version. Lord only knows what delights still await us...

KAZOOIE

game once known as 'dream'

Banjo-Kazooie
RARE/NINTENDO
Winter '97 — 1
UK release TBA

As mentioned elsewhere, in the battle with the Shaman, Banjo has come off a clear second best. He's now required to scarper about inside the body of a spider. Nice.







The very beginning of Banjo and Kazooie's adventure. Merely traipse about in search of these golden musical notes, then opt for a smidgen of flight a little further in.



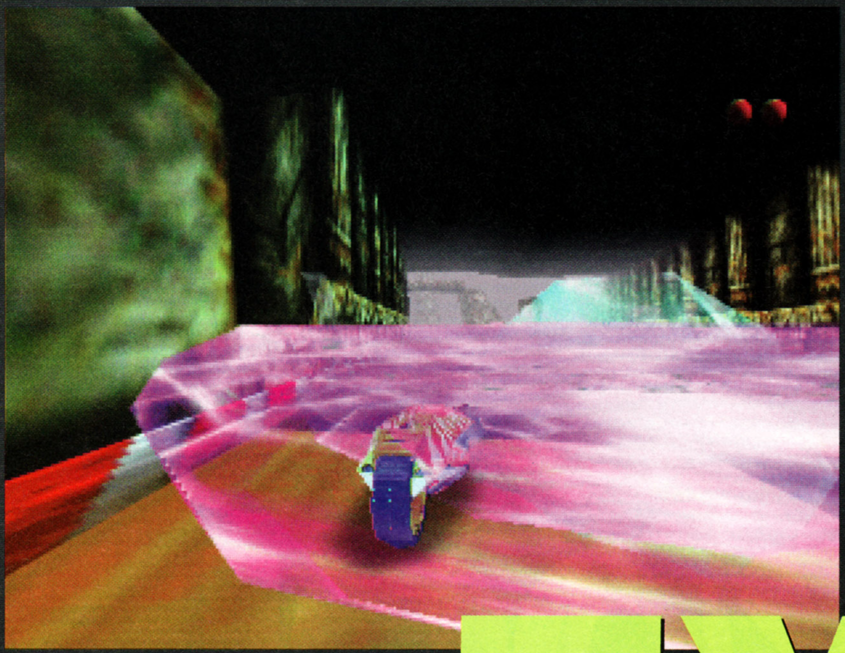
And here is the ruddy great Shaman. At the show, once he'd turned you into a spider, the level was pretty much over. But, you can get up higher inside his hut for a spot of eight-legged exploration.

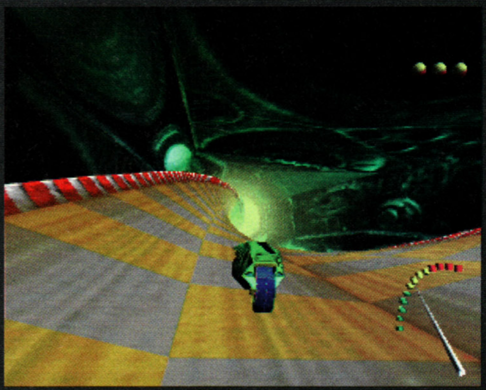
These sort of downward slopes are fine for the strapping great bear. But the slippery grassland of the numerous foothills requires the leg-work of Kazooie. Kooky, no?



TO BE CONTINUED... If everything goes well, we should have a review before Christmas...

E3 PICS OF ACCLAIM'S BRILLIANT NEW RACER!





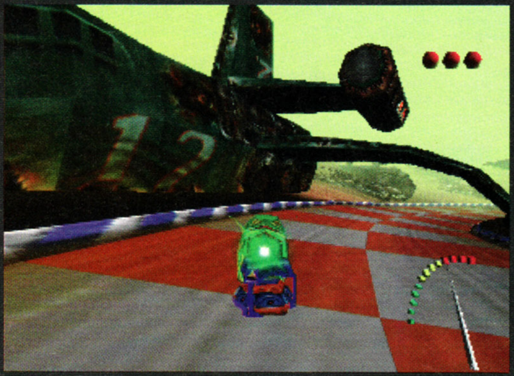
Calling this "Turok on wheels" may have been a joke, but this missile explosion offers some foundation for the jest.

A spot of twisting, here, with a full 360° turn while the green light blinds you as you enter the tunnel.

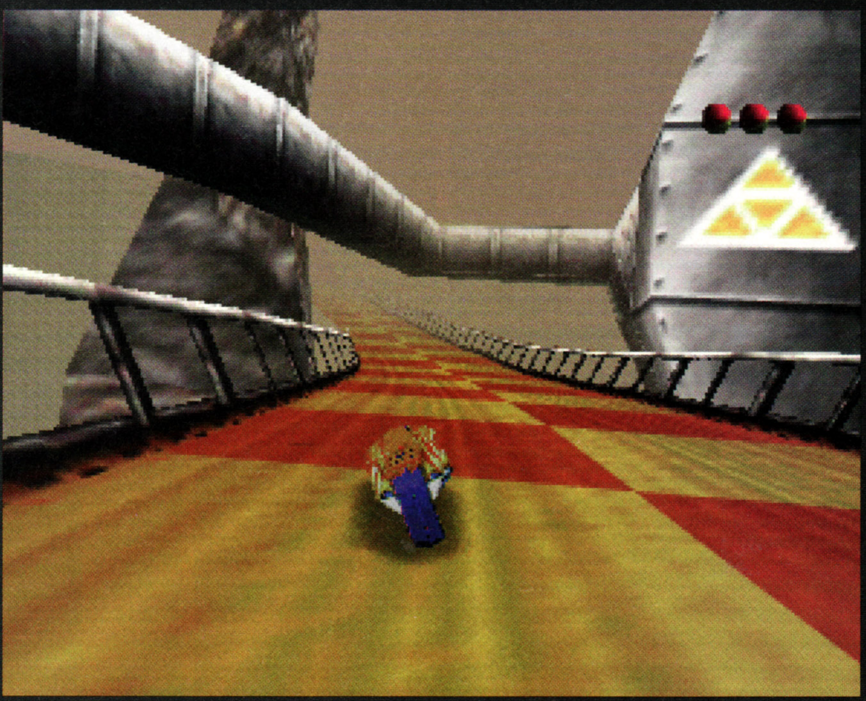
EXTR
wipeout



The darkness of this track is a nice contrast to the neon glow of the next (that's the town-based course). The variety and invention in each is astounding. Just when you're certain you've mastered one part of the track, you're faced with a 360° turn or vertical wall.



Just so that you're certain you're hurtling through future-scapes, this big, long-abandoned alien ship appears on your left. Not that you have much chance to take note of its looks as, due to the face-contorting speed of the game, you're past it before you notice it.





Powered-up and ready to take on your foes. These side-car attachment things look a bit uncouth, but their effects are masterfully nasty.

The AI of the computer opponents is top-quality. And there's the alien ship again.



EME G

wiped out?



Extreme G
ACCLAIM
November | 1-4
USA release November

Perhaps the biggest surprise of the E3 show was Acclaim's *Extreme G*. Surprising in that it's undeniably brilliant, that is. We shouldn't get overly carried away too early, of course – particularly because only a third of the tracks were on show, along with just four of the hoverbikes and none of the weapons – but early signs are incredibly good.

The speed of the game, first and foremost, is breathtaking. It's so fast, in fact, that Probe, *Extreme G*'s developers, have had to make the walls of the various tracks traversable, so if you take a corner late or lose control of the bike you can send the vehicle up the side of the wall in an effort to recover.

Tracks-wise, things are set out like roller-coaster rides, with the roadway rising upwards and then dipping down suddenly into clouds of mist. One of the tracks includes speed jumps in the centre of a neon-lit cityscape which send you into the air, over a vast canyon and then into a tunnel on the other side. Another had us racing through mid-jungle architecture with Aztec-like buildings, including a huge cut-into-stone face.

The final game will feature 12 tracks, eight hoverbikes and a veritable arsenal of weaponry. Only the standard laser was workable at the show, which basically stuns your opponents and slows them down. But eventually such things as homing missiles and weapon reversals will be thrown in (leading a couple of Acclaim people to call it "*Turok* on wheels"). The basic premise certainly sounds similar to PlayStation mega-hit *Wipeout*, but the game itself looks to be so much more. Unlike many of their third-party counterparts, Acclaim's developers are really making use of the extra 32 Nintendo bits.

The four-player mode wasn't on offer at E3, but Acclaim representatives harped on about it nonetheless. On some of the tracks, for example, the road forks, meaning players can take different routes in an effort to win. And because of the nature of the courses – with their verticals, 360° turns, corkscrews and up-and-overs – when you're rattling along you can often spot your opponent taking a jump or a twist across the arena. Also, Probe have already tested for slowdown and claim there's little or none at all, even when four of you are steaming through the industrial pipeage.

John Olshan at Probe is so confident of his company's game that he reckons: "*Extreme G* constitutes a new benchmark by which to measure any other racing game on any other system." Bold words, but from what **N64** saw of the game at the show, we'd have little choice but to agree.

TO BE CONTINUED... We'll be bringing you the first review of *Extreme G* very soon.

THE SPEED KING RETURNS, AND WE'VE GOT THE PICS TO PROVE IT!



△ The Blue Falcon in all its 64 bit glory All the original F Zero craft make it back for F-Zero 64



▼ Although the courses are far more tortuous than before, there don't seem to be as many ramps and power boost arrows on the tracks. Not at this early stage, anyway.

F-ZERO



◁ Nintendo have wisely gone for speed and control rather than processor sapping scenery which you don't get a chance to look at anyway

Jostling with the non player craft can be a dangerous game for the unskilled. ▷



64 faster pussycat, thrill, thrill!

F-Zero 64	
NINTENDO	
TBA	1-4?
UK release TBA	

Here's a poser for you: which Nintendo character, along with Mario, helped launch the SNES, introduced the world to the wonders of Mode 7 and then promptly vanished, never to appear in another game? If you said Captain Falcon, ace bounty hunter and pilot of the Blue Falcon in the futuristic racer *F-Zero*, consider yourself the owner of an N64 Magazine brownie point, and then start to get just a little bit excited in anticipation of his return on the N64.

Gazing around at these screen shots, direct from Nintendo Co. Ltd. in Japan, you might get to thinking that *F-Zero 64* looks a tad bland against the likes of *Wipeout* and even Acclaim's new N64 racer, *Extreme G*. The landscapes surrounding its twisty tracks don't look a lot different to those in thee flat-as-a-pancake 16-bit original (now nearly seven years old).

When you see it in action, however (as you could at E3 in Atlanta, where it was showing on video alongside *Zelda 64* and *Yoshi's Island 64*), and you're hurtling along its rollercoaster-like tracks at a constant, silky-smooth 60 frames per second, you begin to remember that *F-Zero* never was about gob-smacking scenery or fancy extras like weapons. It was pure, unadulterated racing, where you used every trick in the book (and the few precious boosts provided) to shave every possible 100th of a second off your time – and hopefully beat the other always-on-your-tail competitors.

The 64-bit difference comes when *F-Zero 64's* tracks suddenly hurtle upwards, sending you into a dizzying corkscrew, with the ground becoming the sky and your lunch offering itself up for a second helping. Gamers who experienced the joys of motion sickness in *Turok* may find *F-Zero 64 the* game to play between mealtimes.

You can expect loads of different tracks, each with plenty of racing variety, from Miyamoto's EAD team in Japan (they've given their word), who are giving special consideration to use of the analogue stick and the time-challenging ghost mode, indicating the game's hard-core racing nature. There's no news yet as to whether the tracks will feature the don't-touch-the-sides feature of the original, where colliding with the barriers would deplete your energy, eventually resulting in your hover car becoming a smoking wreck on the raceway. No hint yet, either, of jumps and ramps. (Fans of SNES *F-Zero* may well remember that particular blighter of a leap on White Land II.) But overall it seems that everything's present and correct in the world of *F-Zero*.

Likewise, as far as the racers and storyline go, everything has been left just as before, with the good Captain going up against three other named contestants. (There were other cars on the track in the original, but their main purpose was to just to get in your way. The blighters.)

Like Mazza in *Mario Kart*, the Blue Falcon was the all-rounder with neither the highest speed nor the fastest acceleration, while the yellow Golden Fox was *F-Zero's* Toad and the green Wild Goose and pink Fire Stingray were the game's Bowser and Wario. If the truth be told, **N64** Magazine would like to see a bit more vehicular choice this time around, but it's early days yet, and if we find ourselves having to sacrifice it for a 60-frames-per-second multi-player mode (*F-Zero* was only ever a one-player game), that suits us fine.

We're promised that *F-Zero 64* will be up, running and playable at Nintendo's Shoshinkai show in Japan this November, with a Japanese release soon after. Expect plenty more coverage before then, though, as events unfold.





The power meter makes a return in F-Zero 64, so this could well be one of the top-up points.

With the tracks floating high in the air the constant movement of the landscape far below makes for an unsettling race.



You'll need to put the Wild Goose in first gear to get up this sucker!



Expect some hairy moments and a whole new racing experience as F-Zero 64 makes full use of the analogue stick.

TO BE CONTINUED... *More F-Zero 64 pics and news as they fall into our hands...*



PLANET 64

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A gleeful E3-full



America's big games show reveals the 'next generation' (if you must) of N64 games!

Switching locations from Los Angeles to the balmy heat of Atlanta, June's E3 show once again displayed the very latest in entertainment technology. With Rare's *GoldenEye 007* and *Banjo-Kazooie* (once, you may recall, labelled *Dream*) supported by the newly-unveiled *Conker's Quest*, there were rich pickings indeed for those wandering through the huge Nintendo stand. Further afield, most major third-party publishers had N64 games on show, with Acclaim's *Extreme G*, Konami's 1998-scheduled *Hybrid Heaven* and Hudson's *Bomberman 64* standing out the most.

Sprawling across the ground floor of the huge Georgia World Congress Centre, E3 – in traditional fashion – threw up its fair share of surprises. And although no one game stood out as much as, say, *Mario 64* did at last year's expo, Rare were certainly challenging for the honours with their three big games.

Whispers of *Banjo* being *DKC* with a bear were quickly trampled on by Nintendo, but there's no denying the similarities between the two games. However, *Banjo* – even in its one-level demo form – looked glorious, with the pawed one and his backpack-filling bird slinking through frame after frame of beautiful animation. *GoldenEye 007*, too, was universally praised. The weapons hardly matched up to *Turok*'s size-wise, but concentrated play soon provided ample proof of Bond's ability to surpass the current prehistoric champ of first-person shooters.

No less pleasant to ogle was *Conker's Quest*. Still very early, this squirrel-based game will see Rare developing *and* publishing for the first time since their Ultimate days. A superbly-drawn and lusciously-animated 3D platformer, *Conker's Quest* drew plenty of attention from passers-by and had Nintendo of America chief Howard Lincoln coming over all funny, saying it would reinvent video gaming or something.

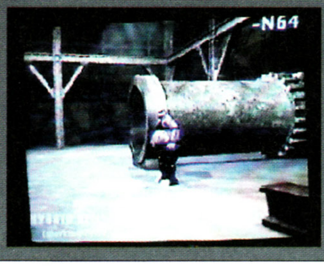
Away from the bustle of the

Scoop! Konami's secret weapon!

It might not look like much in these blurry pictures, furtively snapped from a video Konami were showing at E3, but we reckon this was the most exciting new N64 game to be seen at E3.

Hybrid Heaven **is at the very earliest stages, and won't be complete until late next year. Even the name's a working title. But already it looks incredible – a futuristic RPG-cum-*Resident-Evil*-type-game that uses similar-looking 'technology' to Konami's amazing PlayStation game *Metal Gear Solid*. If the images we saw really were in-game N64 graphics, we're in for a blistering display of prowess.**

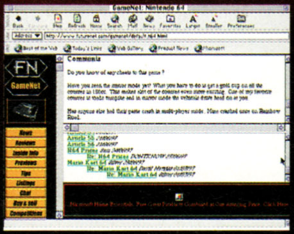






WELL WE NEVER

We've suddenly discovered that we've got a 'chat area' on the Internet. It appears to have been set up by our corporate controllers in April and contains a lively selection of messages, most along the lines of: "Hello? **N64** Magazine? Is anyone there reading this?" Readers who are 'on-line' are encouraged to visit our page at www.futurenet.com/gamenet/default.n64.html and converse with us and fellow readers.



SAVE A FIVER

One of Nintendo of America's more interesting announcements at the E3 show was that from now on N64 games will retail for $10 less in the US. And it seems likely that this reduction will filter through to the UK in due course, with games selling for about a fiver less than they are now. Not much, admittedly, but enough for some chips and the bus fare home. Yummy.

THE N64 BOARD

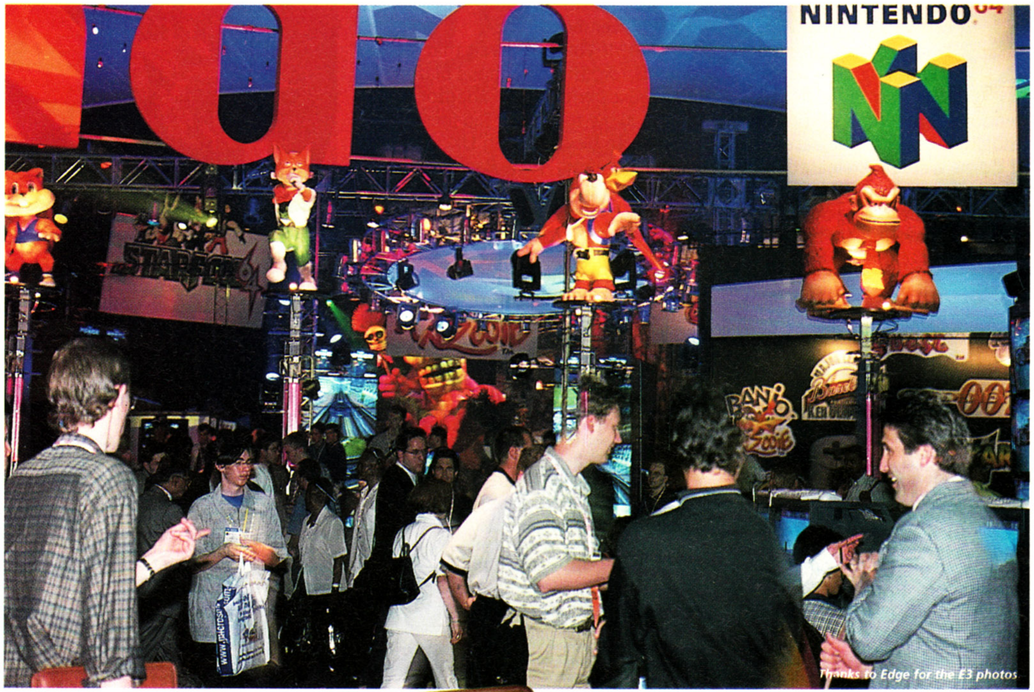
Our noticeboard is thickening like sedimentary rock, layer after layer of goodies being deposited upon it. Particularly treasured by us are your drawings.

- A bit of green plastic. We're not sure what it's for, so are keeping it just in case.
- A fine drawing of *Wave Race 64* sent to us by Dave Flynn, let down slightly by the "You'll wet yourself" line.
- Pictures of both Fox McCloud and Bowser, lovingly drawn in felt-tip by **N64** reader Andrew Williams.
- Mark Morrison's drawing of Mario holding an N64, for a change not copied straight from some Nintendo artwork.
- A post card from the Holiday Inn in Naples, originally intended to convey a 'Dream On' idea by Michael Elderfield.



- A picture by Oliver Fong of a bloke with a sawn-off shotgun demanding the latest issue of **N64** Magazine.
- A letter addressed to Jonathan demanding an enormous amount of money for the boiler he had installed last year. *(Bah. – Ed)*
- Chris Everett's picture of Yoshi is great, even after James spilt coffee on it.
- A copy of the Game Boy version of *Star Wars*, which mysteriously arrived in the post.
- **Blank space.**

(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)



Thanks to Edge for the E3 photos

Nintendo stand was the Probe-developed *Extreme G*. Super-slick and most definitely super-fast, *G* was, perhaps, the finest third-party game on show. A *Wipeout* beater? Definitely. But Acclaim – who, disappointingly, couldn't get Iguana's *Turok 2* to the show in time – revealed that *G* wouldn't be available until November.

Elsewhere, Konami ran a video featuring *Nagano*, their Winter Olympics licence, as well as the unexpected but thoroughly gorgeous *Hybrid Heaven* – a rival for the PlayStation's *Metal Gear Solid*. *Hybrid Heaven* is detailed elsewhere on this page but, honestly, you know a game's going to be a bit special when 25 watching foreign journalists are spellbound into silence.

On from that, it was a case of more rather than new: *Silicon Valley* played well, *Bomberman 64* and *Dual Heroes* looked the part, and *Lamborghini 64* took some getting used to but ate up hours of **N64**'s time on the Saturday. Explore the rest of this month's **N64** Magazine for full details...

● Tim gives a behind-the-scenes report from the show, beginning on page 70.

LIVE FROM E3!

Follow the signs!

With Tim legging it off to E3 to gather up all the latest news on the very newest games, you'll find this issue of N64 Magazine is bursting with information from the year's biggest games show. Watch out for Wil's lovingly-designed E3 logo as you rifle through its pages.

E3 games to watch out for

GO! GO!

SUPER MARIO 64 2?

No, not at all. But as part of their ongoing efforts to rekindle interest in the N64 in Japan, the wily Nintendo have released new versions of *Super Mario 64* and *Wave Race 64* over there. The new Mario game includes the tweaks made to the title for its American release, while *Wave Rave 64* now includes a 'ghost' mode like *Mario Kart's*. Both games are also now Rumble Pak-compatible. If you happen to be passing Japan, you can pick up either cart for a reasonable ¥6,800 (about £35). We'll try to get them for review in the next issue.



HUDSON SECRETS

Remember Hudson's controller, featured in Planet 64 last month? Of course you do. How could you forget? Well, here's another picture of it anyway. Turns out, though, that if you use this pad with Hudson's forthcoming *Bomberman 64*, it'll apparently trigger a secret level which you won't be able to see otherwise. The snag is that no UK release has yet been announced for the controller – or, for that matter, for *Bomberman 64*.



Starfoxed

No *Starfox* till October, it would seem – unless you shop out-of-country.

Not the best of news for N64-ers searching for something new to pop into their cart slots: Nintendo are running a bit behind schedule with their UK releases. *Blast Corps* won't be released until late August or early September now, and we shan't be seeing *Starfox 64* until October, or *GoldenEye 007* until November. Bah.

But! If you can't wait that long for *Starfox*, the prodigious Blaze have just perfected an adaptor that'll allow the US or Japanese version to be played on UK machines. And *Wave Race*, too. We'll test it next month, and you can give Blaze a call in the meantime on 01302 325225.



New Goods

More bits and pieces to accompany your N64



SUPER MARIO 64 EXPLODING CHOC WAFFLE CONES

Supermarkets • £1.50

The only snag with these is they're a bit small, so you can't get much ice cream into them. Otherwise they're fine foodstuffs – crunchy cones topped with chocolate and Space-Dust-type stuff that pops in your mouth. (Though it's hardly, as claimed, "Amazing… a real 64-bit explosion in every bite!") Each one also comes in a Mario-imprinted silver wrapper, so there's no doubt what you're munching on. The only disappointment is that, when we unpacked our six cones, one of them did actually appear to have exploded in transit.



65%

SUPER MARIO 64 SUPER SURPRISE ICE CREAM WAFER CUPS

Supermarkets • £1.50

These little fellows look innocent enough: crunchy wafer cups that hold a reasonably-sized dollop of the old frozen stuff. However, they rattle intriguingly as you eat. And then, when you reach the bottom of the ice cream, you discover the cup has a false bottom. Penetrate it and out tumble two odd-tasting ice-cream-shaped sweets, a handful of coloured Rice-Krispie-type things and a couple of rice paper counters printed with Mario power-ups which you're meant to use to play a game (which just turns out to be noughts and crosses). Not bad, and very 'Mario' in a secret-finding kind of way.



73%

SUPER MARIO 64 ICE CREAM PARTY PACK

Supermarkets • £3

Top of the *Super Mario 64* ice cream range is this bumper party pack, stuffed with edible accessories. You get ten cones, 20 wafers (for those who prefer their ice cream out of a bowl), ten authentic 99 Flakes and two sachets of the most extraordinary raspberry-flavoured syrup. And! The box converts into a carrying tray which allows you spear Bowser with cones. All that's missing is the ice cream, but we were feeling a bit sick by this point, so it's probably just as well.

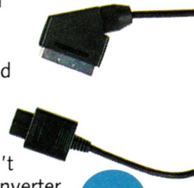


70%

SCART CABLE

Blaze/Fire • £10 • 01302 325225

The 'PAL/Euro' version of Blaze's SCART cable replaces the RF adaptor which comes with UK N64s, to give you a better picture if you've got a SCART socket on your telly. Unlike cables designed for import machines, it'll give you a picture of the correct brightness, but doesn't have the 50/60Hz converter of Blaze's NTSC SCART cable.



80%

256K MEMORY CARD

Blaze/Fire • £10 • 01302 325225

Agoraphobic N64 owners who are made nervous by capacious 1Mb memory packs might want to consider Blaze's dinky 256K alternative. It's the same size as Nintendo's own Controller Pak but a fiver less, and comes in billions of different colours – including 'clear', as pictured here.



85%

RF UNIT

Blaze/Fire • £15 • 01302 325225

If the RF adaptor that came with your N64 is broken, or you've bought an N64 elsewhere in Europe (Germany, for example, where they're really cheap) and haven't got AV sockets on your telly, this little fella is the answer. And, er, that's it, really.



70%

MORTAL KOMBAT "SELLS OUT"

We were shocked and, indeed, horrified to learn that *Mortal Kombat Trilogy* – dealt a fatal (we thought) 34% blow by Tim in the last issue – has, incredibly, sold out. Thousands of N64 owners (though not **N64** Magazine readers, we trust) appear to have rushed out and bought it. Mind you, it's unlikely many copies actually made it into shops in the first place.

Kartastrophe

Suspect Mario Kart carts?



It seems we're not the only ones having problems with our UK *Mario Kart 64* cartridge. (See the our review of the PAL version in last month's **N64** Magazine.) THE Games, Nintendo's UK distributor, have admited that a limited number of cartridges have a fault in them causing the game to freeze up, most often in multi-player mode. THE are replacing affected carts without question, although they reckon that the majority of N64 gamers won't have to worry. If you're unlucky enough to have a dodgy copy, give THE's Customer Service line a call on 01703 623200 to arrange a replacement.

Another game with a possible bug problem is the PAL version of *Turok*. An unfortunate **N64** reader contacted us to say that, having finally fought his way to level eight of the game, he found that it constantly froze after about a minute's play. Acclaim have so far been unwilling to exchange the cart, claiming no such problem exists, but **N64** magazine would like to hear from any readers who've had similar trouble.



Erk. At first we thought James was deliberately tugging the power lead on the point of defeat. He's like that.

RETROWORLD

with Jason Moore

Let mist cloud your eyes and sobs choke your throat as we build castles from the sands of time and gaze once more upon the games of yesteryear...

One thing most males have in common is the desire to fiddle with things in their pockets. That's perhaps one of the reasons why Nintendo's Game & Watch series was so successful. The first machine was released in Japan on 28th April, 1980. Called simply *Ball*, it offered a basic *Breakout*-style game, and bore little resemblance to more familiar G&Ws like *Mario's Cement Factory* and *Donkey Kong*. It was a long, silver machine with an oblong screen and the controls at the bottom, while the plastic casing and on-screen painting gave it a distinctly tacky appearance.

After releasing five games in this format, Nintendo decided it was time for a redesign, and in January 1981 they came up with *Manhole*, the first 'gold' horizontal-screen Game & Watch. Six months later the screen was widened for *Parachute*, and the single-screen Game & Watch was established. Licensed titles like *Mickey Mouse* and *Popeye* soon ensured huge sales.

Nintendo, keen to develop their range, released the first double-screen G&W in May 1982. *Oil Panic* was quickly followed by the legendary *Donkey Kong* double-screen game – the best-selling of all G&Ws – which, amazingly, was actually re-released in 1994 following huge sales of SNES *Donkey Kong Country*. The success of the double-screeners set Nintendo's R&D department into overdrive, and by 1984 there were full-colour Panorama screen games, colour table-top machines and two-player systems.

Then, with the launch of the Famicom in 1984, production of new G&W machines slowed in Japan. That's not the end of the story, however. A total of sixteen new machines were released in Europe, from *Squish* and *Super Mario Bros* in 1986 to a double-screen *Zelda* game in 1989. The last G&W was the very rare *Mario the Juggler*, released in October 1991.

In all, 60 different G&Ws were created – and as long as there are folk keen to fiddle, they will remain one of the most collected formats in Retroland.

BOMBERMAN MODELS

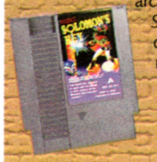


Hey, games aren't everything, you know. Nintendo collectors are also rather keen on any associated nick-knackery. And although Hudson's *Bomberman* originally appeared on the PC Engine, most people now regard it as a Super Nintendo classic. These *Bomberman* figures were first released to promote the SNES game, and thanks to the title's cult status are highly desirable fellows. Formed from hard plastic, complete with key chains, they'd still look good around your N64, especially with the imminent release of *Bomberman 64*. Even more desirable is the *Bomberman* alarm clock – a cuddly Bomberman holding a bomb on which the time is displayed. Sadly, it doesn't get you out of bed in the morning with a small explosion.

RETRORATING: 63%

SOLOMON'S KEY (NES)

To many, Retrogaming is a quest for perfect playability, and puzzle games often retain more playability than their arcade equivalents.



Solomon's Key was originally an arcade release, and the NES version retains all the features of the original machine. You play as Dana, the Wizard of Lyrac, once again on a quest to rescue a trapped princess. Each level is set in a single screen. You can jump between platforms and even fire if you've located a magic weapon. Most important, though, is the ability to create blocks to jump on or, conversely, to make sections of platforms disappear, revealing hidden weapons or creating an escape route. The idea is to make you way to the key for the next level, avoiding baddies, which sometimes makes the game reminiscent of *Bubble Bobble*. *Solomon's Key* is both challenging and addictive, and is well worth tracking down.

RETRORATING 83%

WARIO LAND (VIRTUAL BOY)

The worst thing about the Virtual Boy is that you can't show your mates what you're doing. Actually, scrub that. The worst thing about the Virtual Boy is that you look a complete berk while you're playing it. Luckily, *Wario Land* is worth sacrificing your pride for.

The VB was the most ignored and slated of all Nintendo consoles, yet *Wario Land* is a typical slice of Nintendo excellence and should have sold the machine by the million.



You play the part of Wario (obviously) in this typical *Mario*-style platformer. Unlike one-dimensional games, however, it lets you jump between several levels, so you hop both into and out of the screen to reach new treasures and secret sections.

This game has everything: bonus levels; end-of-level treasure-gambling games; underwater levels; creatures as vehicles, even special weapons in the guise of Wario hats. The end-of-level boss sections switch the perspective, so you see the back of Wario as he fights with his foe. The 3D is used to excellent effect, the stereo soundtrack is just about the best on the machine, and there's even an impressive intro. If you have a VB, make sure you get this game (which is being sold off in Japan for the ludicrous price of 98¥ – about 50p!).

RETRORATING 93%

GREEN HOUSE GAME & WATCH

It's often a relief to discover a G&W which doesn't have Mario in its cast list. *Green House* was released in 1982, and uses the common double-screen format to provide two sections of play area. The top of the greenhouse has a flower in each corner, and hungry caterpillars climb out of a pot in the middle, intent on eating them. At the bottom there are two more flowers, each with spider webs above them. Your job is to run between all the flowers shooting bugs away with a spray gun. Spiders are more resistant to the spray, and each puff just makes them retreat a step. Shoot at them three times and they'll disappear into the woodwork.



The action is fast and frantic, but at the same time similar to countless other G&W machines. The most notable thing about *Green House* is that your character is black, either a typically politically correct Nintendo-ism or, perhaps more likely, so you don't confuse him with Mario.

RETRORATING 58%

• Jason Moore runs Britain's premier retro fanzine, Retrogames. If you'd like to know more, contact him at::
Retrogames, 61 Baccara Grove, Bletchey, Milton Keynes MK2 3AS.

GO! GO!

PLANET 64 COMING SOON

LIVE FROM E3!

E3 is a big show in America where games companies unveil all the newest things they're currently working on. And Tim went there to tell you all about them...

Tried and quested



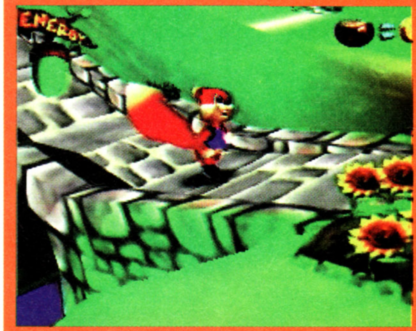
CONKER'S QUEST

RARE	64M	1-2	UK: WINTER '97	JAPAN: WINTER '97









Rare have always held a sizeable plot in the lawn of good looks. Which probably explains why Conksy here looks so nice.

The surprise addition to the Nintendo stand at E3 was *Conker's Quest*, a game bearing more than a passing resemblance to Rare's other animal-related newie, *Banjo-Kazooie*. Its playing set-up will be comfortably familiar to most Mario-followers, with lead squirrel character Conker legging it around lushly-created 3D worlds and trying to recover 100 house-warming presents scattered throughout by a gang of hoodlums.

As well as Conker, though, players can also jump into the boots of best mate Berri the chipmunk, for some extra-special friend-related nut-hunting. Both characters can gobble up copious amounts of nuts and catapult said food at enemies in an effort to save their kidnapped pals from the dirty great paws of their foes. Their ever-so-useful tails can also be bandied about to deal with villains who manage to avoid oncoming nuts.

Like *Mario*, however, *Conker's Quest* is a strictly one-player affair, even though you can apparently play as either character.

During the show, Nintendo announced they were increasing their share in Rare, and that the British company would be both developing and publishing *Conker's Quest* themselves. Nintendo will still provide the marketing clout, but the decision to go it alone for the first time suggests that Rare are ready to branch out a little without the helping hand of Yamauchi and his groovers.

Conker's Quest was certainly playable enough, despite – at its 40% complete stage – boasting nothing particularly new (although President of Nintendo of America Howard Lincoln reckoned it was "reinventing the face of videogaming"). But even if it's nothing more than *Mr Nutz* 3D, who cares? That magical Rare touch means it looks fantastic, and Conker's fixed grin is just *bound* to etch itself onto the faces of players throughout the land.

LIVE FROM E3! QUEUE RATING









Disturbing facial antics and a token high-pitched voice puts Conker right at home in Nintendo's fluffy world.

Graphically, the game has come on a treat. Most obviously, the robots have been upgraded to screen-filling scale, and lent a luscious new metallic sheen.





Scary end-of-level boss shenanigans in Ancient Greece. And if you fancy a spot of hand-to-hand, you can actually get out of the tank and try your luck.





Harvest festival

NEW PICS!

BODY HARVEST

DMA/NINTENDO	64M	1	WINTER '97	AUTUMN '97

Although not actually playable at the show, *Body Harvest* filled the video wall as part of Nintendo's rolling demo, wowing audiences with its screen-filling bugs and unmistakably Japanese feel. Since **N64** visited DMA after Christmas, the game has been significantly altered. The input of Nintendo of Japan's numerous mind-magicians, combined with the crazed imaginations of Dundee's *Lemmings*-makers, has produced an impressively monstrous title, now labelled an 'action-RPG' (whereas once, you may recall, it was a plain old shoot-'em-up).

It turns out, you see, that bug-eyed other-worldly varmints have scattered themselves over various points in history. And this means that you, as an oversized-insect disperser, must travel across time and shoo them to the far corners of the nine vectors. Probably.

Each epoch – you begin in Greece in 1916 – is split into four stages, and your objective is to kill off the alien hordes at each time point. 90 vehicles (including Red Baron bi-planes, buses, lorries and high-speed sports cars) and a grid-like map should help you out somewhat.

The perfectionists at Nintendo of Japan have set about the original, solely action-based, *Body Harvest* with particularly hefty scissors. Scenery such as houses can now be entered, and you can also interact with other humans, previously just alien fodder. As a further bonus, since it's being developed in Britain, the script for the game contains no poor translations and ludicrous place names.



While the early versions we saw looked good, but not great, *Body Harvest* is now a visual treat. The aliens have been superbly re-drawn to an extreme level of detail, and the locations lushly defined. It appears that the creative pairing of Japan's finest game-makers and DMA's vivid inventiveness has produced an all-new title which still ties in seamlessly with the developer's original plans. Expect a huge preview in the next few months...

LIVE FROM E3 QUEUE RATING **N/A**

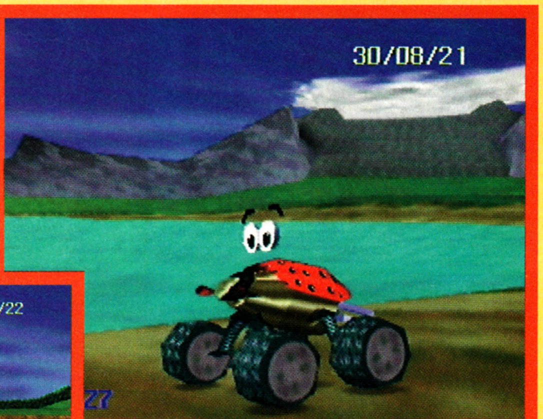
Buggie off

BUGGIE BOOGIE

ANGEL/NINTENDO	TBA	TBA	TBA	TBA

Not at the show, and seemingly in development for years, Angel's *Buggie Boogie* was nonetheless the subject of some discussion at E3. Rumour suggested it might have been canned or, more probably, re-started from scratch. Certainly, judging by these screen-shots obtained by **N64** from Japan, the game seems to have gone through a major re-design. In fact, it's increasingly looking like an N64 version of *Stunt Race FX*. Details are unsurprisingly scarce but more is expected soon. You know – ***probably***...

LIVE FROM E3 QUEUE RATING **N/A**





Still wrapped up in liberal doses of secrecy, Angel's Buggie Boogie nonetheless looks lovely. But when will be actually be able to see something concrete? Nintendo suggest the big Shoshinkai show will see an unveiling. Hmm.

GO! GO!

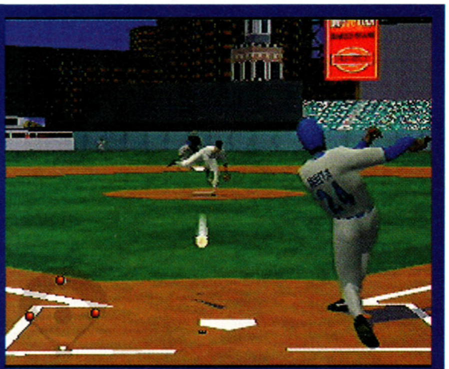
LIVE FROM E3!

Back in a Griffey

KEN GRIFFEY BASEBALL

NINTENDO	64M	1-4	SEPTEMBER	TBA





Bases... balls... it's pretty obvious what's going on here.

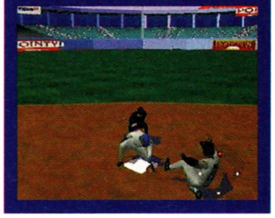
According to Nintendo of America, "When you're talking about Ken Griffey Jr. you're talking about the very best in baseball." Excitedly, they continue: "Players will find this is the very best baseball simulation, ever. You can't get closer to the real thing." In truth, who would want to? But whatever you think of baseball, there's no getting away from the fact that *Ken Griffey* was one of the stand-out sports games on Nintendo's stands at E3.

Developed by Angel Studios, *Ken Griffey* sports superb motion-capture, with the Griffer himself demonstrating the art of strutting and thwacking thanks to some super-clever 'Reality System' software. Essentially, this allows Angel to produce life-like bat and ball movement, and also features a Konami-style sound system where the crowd reacts to any excitement on the pitch, or calls from the umpire.

The game is also smart enough to feature real stadiums and players, including 'world-renowned' grounds like Bank One Ballpark (home of the Arizona Diamondbacks, apparently). It's delicately done and will surely be flying off the shelves in America... but Blighty could prove a different matter.

QUEUE RATING

Get your running up to speed for some close call base-inspection. We just can't wait. No, really.



Mean green machine

NEW PICS!

YOSHI'S ISLAND 64

NINTENDO	64M	1	WINTER '97	TBA

Once again, Nintendo disappointed their fans by failing to bring a playable copy of *Yoshi's Island* to the E3 show. But video footage and probing conversations with key Nintendo folk gave us even more reason to get excited about it. At first look, *Yoshi's Island* may just seem like a graphically souped-up successor to the SNES game but, talking to informants at Nintendo of America, N64 discovered that the game plays considerably differently.

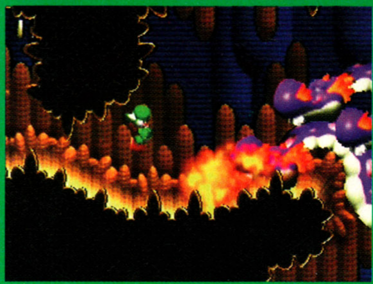
The challenge, for one, is tougher. Because of the machine's immense capabilities, there's now the opportunity – as demonstrated in *StarFox 64* – to have more than one large enemy on screen at once. So, unlike games of old where a single boss was all that prevented him from progressing, Yoshi now has to contend with a greater number of more varied nasties.

Green-thing will also possess a number of different moves to his 16-bit predecessor. Naturally, his pliable tongue will provide much of the egg collecting and baddie killing, but the gang of funsters at Nintendo are planning to introduce other freakish abilities such as fireball firing and egg shell-emanating buttocks.

At that point, sadly, we were moved on, so further inside information was unforthcoming. But the video ran through the levels, showing off the visual overhaul this new title has undergone, and it certainly looked fab. Let's just hope the Japanese Shoshinkai show will offer something playable.

QUEUE RATING N/A











Underground sections a-go-go and that – but Yoshi wasn't playable at E3. Unfortunately. Again. Sigh.

Yoshi's Island: *"The challenge is tougher... with a greater number of more varied nasties".*

Call in the bomb squad

BOMBERMAN 64

HUDSON	96M	1-4	TBA	TBA

NEW PICS!

With its tiny booth hidden away at the back end of the Nintendo stand, Hudson dedicated three machines to their new bomb-related SNES refurbishment, and *Bomberman 64* promises to be every bit as good as its predecessors, even if lacking in multi-player invention.

The one-player mode is where most changes have been made. As expected, the game takes on *Mario*-esque qualities, with the camera traisping along behind your little Semtex-layer as he traverses a gorgeous, all-new 3D world with the C-buttons changing the camera angle and the A button allowing you to throw as well as drop bombs at will. As a result, worries over the one-player game are unfounded. Playing it is an absolute joy.

The multi-player mode is slightly less revolutionary and, although it now boasts an isometric viewpoint – as opposed to a more traditional top-down variety – it didn't generate the same level of surprised enthusiasm. But it still provides plenty of those laugh-things, and the noise emanating from the Hudson stand on the winning of a four-player tournament was equalled only by the squeals of pain as someone else died while playing *GoldenEye*.

LIVE FROM E3 QUEUE RATING





△ *Bomsy gets a good old roasting at the hands of Mr Death. But this was the only time we died while at E3. (Note: Lie.)*





Animal hospitable

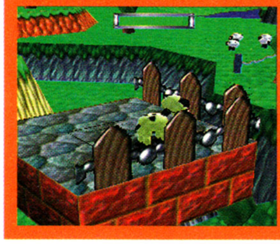
NEW INFO!



SILICON VALLEY

DMA/BMG	64M	1	TBA	TBA





△ *Firecrackered fox: useful for catching particularly pacey rabbits. And avoiding capture by hounds.*

◁ *Sheep in fence. Each animal has a different gift to enable them to solve Valley-like probs.*



As impressive as *Silicon Valley* was when N64 travelled to Dundee a couple of months back, it certainly wasn't touching the 30% complete mark. But at E3, and with very much more done, DMA's weird-'em-up managed to bring a smile to even the most concrete of faces. Combining strange but eminently eyeball-pleasing visuals and frankly surreal animal antics, it had us spellbound for hours.

More than the platformer it looks like, *Silicon Valley* is an original puzzler with a well-crafted difficulty curve. With your crashed space station laying dormant, you venture out into a valley, taking on the guises of different animals in an effort to solve different problems. For example, to make the jump from one section of the valley to another, you need to use a ramp. However, as a spider you can't get enough speed up. So after a spot of searching you discover a sheep on wheels. Kill it off and you can 'become' said sheep, thus ensuring you make the jump across the canyon. *Silicon Valley* certainly looks stunning (the technicolour 3D landscapes will make your eyes consistently content), but it's the clever and original gameplay that got us going.

Oh, we shouldn't get carried away (again) but, just like DMA's previous mega-hit *Lemmings*, *Silicon Valley* already has all the trademarks of a gasp-inducingly innovative and addictive game. A more extensive Future Look will appear soon.

LIVE FROM E3 QUEUE RATING

GO! GO!

Super trooper



△ *Final Fight-style street-grapples would appear to make up only a third of Superman. The rest is thought to be a mixture of puzzle-ridden crime solving.*

SUPERMAN

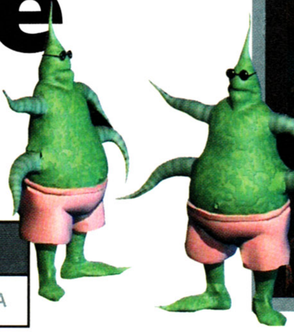
TITUS	TBA	1-2	SPRING '98	SPRING '98

Only a rolling video demo was available for eyeball consumption at the E3 show, but already *Superman* is looking impressive. Admittedly, the silky city-based scenes were probably part of a pre-rendered intro, but using the square-jawed Warner Brothers cartoon version of the Man o' Steel has already made sure of the game's place in **N64** Magazine's good books.

The hope is that it won't be a *Final Fight*-style street-based fist-'em-up, although the one in-game shot that we got hold of suggested it may well be that indeed. Tsk.

QUEUE RATING N/A

Space race for '98!





◁ *Ocean's France-based pals Infogrames have given Space Circus a lush visual feel. Crazy! But probably very nice.*



SPACE CIRCUS

INFOGRAMES/OCEAN	64M	TBA	TBA	TBA

Still very much under wraps at Infogrames (although these screen-shots are *actual* N64 pics), Infogrames' partner Ocean gave us a teasing glimpse of their latest confirmed 64-bit title, *Space Circus*, as it currently runs on the PC.

The game looks gorgeous, with an as-yet-unnamed main character pelting about a fully 3D environment. Infogrames believe it to be the only game to really rival *Mario* in the visual stakes, although they're quick to point out that it's markedly different to Nintendo's game in structure. Ocean called it "distinctly French in style and feel", presumably in an effort to justify the utterly surreal character and level design.

More than anything, though, *Space Circus* is wholesomely original, boasting a super-smooth game engine and interesting level design. Sadly, it's some way off, so there's little variety yet. Still, it promises to be… well, good.

QUEUE RATING N/A

Tetris queueless





Queues at E3 weren't exactly quick to form. Tetrisphere, though, could still cut the puzzling mustard. Maybe. ▷

TETRISPHERE

NINTENDO	TBA	1-4	TBA	TBA

Well, it's been in the pipeline for a fair old while, but Nintendo's *Tetrisphere* finally saw the neon-drenched light of day at E3. A 64-bit take on the still-wonderful *Tetris* using spheres instead of flat rectangles, the game managed to confuse as much as enthrall. Basically, though, the idea is the same – to clear the screen of all blocks by fitting together the designated shapes – but this time L-shapes, oblongs and squares appear from *your* camera view and must be fitted into a rotating sphere.

The notion of swapping the hyper-addictive simplicity of the legendary *Tetris* for some slicker, faster, techno-muzaked complication is a strange one but, once you're into the swing of things, the game is genuinely enjoyable. However, it'll undoubtedly require some perseverance on its appearance later on this year, which probably explains why people weren't queuing for it at the show.

QUEUE RATING

Hudson hawks Heroes

DUAL HEROES

HUDSON	96M	1-2	WINTER '97 (JP)	TBA (UK)

NEW PICS!

Along with *Bomberman 64*, Hudson also showed off their new fighter *Dual Heroes*. Not much has been seen since the game was first announced a while back, but there was a fully-playable version on show enticing beat-'em-uppers to a waggle.

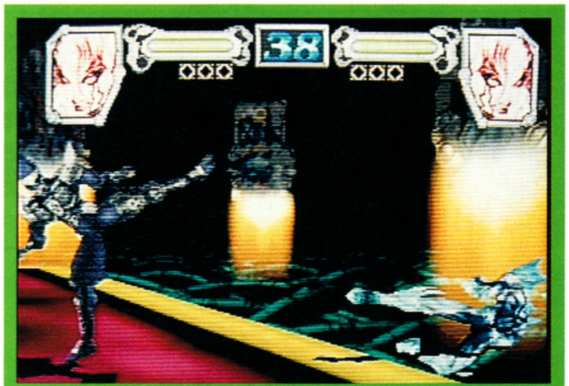
The in-game stuff appeared beautifully slick, and even though only a limited number of arenas were selectable at the show, all eight characters were playable, as compensation.

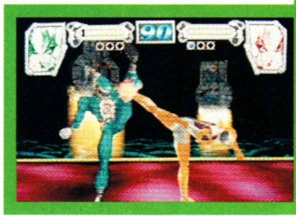
There are two exciting features in *Dual Heroes* which really helped the game to stand out above its competition: firstly, as previously mentioned in **N64**, the Virtual Gamer option means you should never be treated to the same old moves when playing against the computer. Each character possesses their own personality; if they don't go a lot on you, therefore, they'll shovel your face into the ground as quickly as possible. If they take to you, though, they'll be less harsh, perhaps even giving you a chance to come back at them. This should mean that you'll never be able to predict what the computer's about to do.

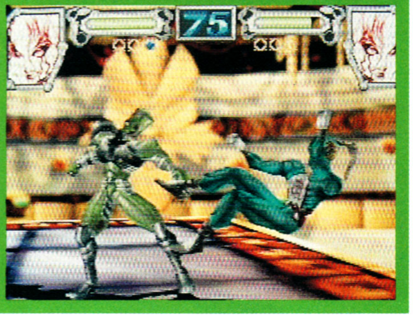
The second feature is a fully-interactive 3D camera. As you fight, the camera might swoop down in front of your opponent, at which time you can move forward *into* the camera to attack them. The point of this is to make sure the movement of the viewpoint never affects the actual fights.

E3 wasn't flooded with N64 fighters but, even so, this stood out very distinctively on its own merits. Much to look forward to, then.

LIVE FROM E3 QUEUE RATING







The first shots of Dual Heroes for a while exhibit all the technical mastery you'd expect from Hudson. Soon more...

Rally very good!

TOP GEAR RALLY

KEMCO/BMG	64M	1-2
AUTUMN '97 (US)	WINTER '97 (UK)	

Alongside the Hudson booth were Kemco, who devoted three playable demos to car-hungry audiences. Like *Lamborghini*, *Top Gear Rally*'s sensitive controls took some getting used to. But the good news is that it played superbly. Once you got into it.

The finest things were the cars, which rattled along at a right old rate, by-passing finely detailed scenery that, as in this month's *Multi Racing*, weaved from left to right to protect against pop-up. And, as with most other car games on show, the analogue stick was used successfully as a kind of virtual steering wheel. Expect a review very soon...



LIVE FROM E3 QUEUE RATING

DUKE NUKEM 64

GT	64M	TBA	AUTUMN '97 (US)	WINTER '97 (UK)

Duke it out!

With some bloke shouting through a microphone extremely LOUDLY, GT and Midway's stands weren't the best place to visit if you'd stayed too late at a party the night before. But, towards the back of the GT maze, *Duke Nukem 64* was playable for the very first time.

The first of many straight-from-PC ports planned for the N64, *Nukem*'s visuals were disappointing, but the gung-ho magic of the original was perfectly re-captured. Marrying steaming great weapons, hell-beast-things and everyday locations such as cinemas and toilet blocks, the N64 rendering proved popular and was fortunate enough to be placed next to *Hexen*, so it looked even finer than ever. It'll never come close to touching *Turok* or *GoldenEye* but, because the actual concept of *Nukem* is so marvellously entertaining, it's likely to find a huge following anyway.

LIVE FROM E3 QUEUE RATING





As a conversion of a two-year-old PC game, it's little wonder Duke Nukem looks poorish. But it plays well...



GO! GO!

PLANET 64 COMING SOON

LIVE FROM E3!

Lamborghini challenging!

NEW TO ME 2!

LAMBORGHINI 64

TITUS	64M	1-2	AUTUMN '97 (France)	AUTUMN '97 (UK)

Titus' first N64 title – and a take on their fine SNES game, ***American Challenge*** **– didn't draw the crowds in their droves at E3, but after some persistence it proved to be roaringly good fun.**

The controls are peculiarly sensitive, meaning that a tap in either direction sends your Lamborghini (other cars will, of course, follow) spinning off and out of control. But get to grips with the 'jabbing' method of steering, and the game runs through its tracks supremely smoothly. The graphics are lushly drawn and the AI perfectly pitched, with opponents never unfairly far in front or annoyingly able to recover immediately once they've skidded out of control.

The only worry might be the lack of tracks, as the final version is only expected to include four. But even the single track on show at E3 – set in the country – was impressively ace, with twists and turns, bridges and jumps as well as high top speeds (with acceleration operated via the Z-trigger) giving things a grin-inducingly well-rounded feel. The pit stops weren't open for trading, but **N64** was fortunate enough to get a feel for the game with the Rumble Pak attached, and it buzzes away nicely as you slide out of control or pass over rough terrain. Promising, indeed.

LIVE FROM E3! QUEUE RATING



Lush in-game visuals as well as nicely considered (if initially irksome) controls make Titus' game very promising.

Pit stops allow your team to scarper out and make split-second repairs to your car. Nice.







Funny old clay makes our day





Oh, how we laughed at this kooky little number. Well, a little bit, anyway.

Fully-3D fighting fun means a slick graphical engine and swooping cameras.



CLAYFIGHTER 63 1/3

NEW PICS!

INTERPLAY	64M	1-2	OCTOBER '97 (USA)	TBA (UK)

Right in the centre of the E3 hall was Interplay's cordoned-off booth. With a pseudo-Duke Nukem on the door, invitations into the compound were the only way in. Fortunately, N64 dug a tunnel under the walls, and was able to look at *ClayFighter 63 1/3* for the very first time.

Now, we may witter on about games being 'amusing', but play *ClayFighter* and you'll find yourself genuinely tittering. Witness the Clayalities, one of which – the Funkality – turns your opponent into a cheesy disco dancer before they drop dead. Then there are the replacements for fighter's blood. Everytime you hit Bad Mr Frosty, for example, ice cream cones spill out of his chest. And if it rains, you won't only get wet, but you'll also spend your bouts trying to dodge falling cows.

Many of the familiar old combatants have returned, to partner new fighters such as Ickybod and Houngan. There'll also be secret fighters – two of which are semi-intriguingly named Birth Squirm Slim and Sugardan – as well as breakthrough backgrounds, like in *Mortal Kombat*, where you can send an opponent flying through a roof or wall. Things needed a spot of ironing out, as there were glitches at key points in the fights, but *ClayFighter* still looked like being a tooth-friendly grinful.

LIVE FROM E3! QUEUE RATING

Dreams come true?

NEW PICS!

ROBOTECH: CRYSTAL DREAMS

GAMETEK	64M	1-4	NOVEMBER '97	TBA

After much anticipation, E3 finally gave N64 Magazine the opportunity to get a good look at Gametek's long-awaited *Robotech*. In development for close to three years, its appearance at E3 follows a whole year of work being completely scrapped. Gametek officials, however, mooted that "it's normal for this to happen".

The end result is likely to be an entertaining, if graphically uninspiring, take on the Japanese animated series Macross. Lots of combat-orientated spaceship action is promised, in a simulation-style environment.

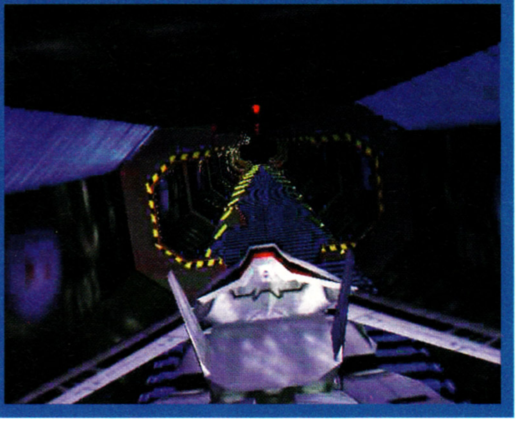
The in-house team were quick to point out to us that they're big fans of the series, and so the style of the game and the characters therein have been created to reflect that. So too the visuals; people expecting the screen-filling spaceships and Rumble Pak-led explosions of, say, *Starfox* are going to be hugely disappointed. But the opportunity to fly through space, dock and amble around spaceships means *Robotech* has an entirely different thrust to Nintendo's animal-led laser-pummeller.

Patently, the graphics need a bit of cleaning up, but the game proper looks promising, and does indeed stick closely to the series. However, the licence could turn out be something of a minefield, since Japan and America have their own distinct interpretations of the franchise. And be sure: if it's anything less than very, *very* good, Macross fan Overton, for one, will have something to say about it...

LIVE FROM E3! QUEUE RATING

Scary spod-man gives instructions as you take to the next screen-rumbling spaceship. Those hands belong to you, by the way. Nice nails...







Mission: unviewable

NEW PICS!

MISSION: IMPOSSIBLE

OCEAN	64M	1	WINTER '97	TBA





Oooh, just gawp at those tasty visuals. You, as the Cruisemeister, take on various guises. Like the waiter, here.

Take out the despicable soldiers in an effort to find out who framed you. Spindly-legged woman behind does the same.



Despite being pencilled in for a possible November release, the much-troubled *Mission: Impossible* wasn't playable at E3, although a video did further suggest its promise. When N64 travelled to California to see the game running in full, there was still much work to be done, but more and more in-game footage has become available, with Ocean's show reel demonstrating exactly what they mean when they say that it's not a shoot-'em up.

Basically, instead of the expected gunplay, *Mission* places you in an environment where the object of the game is to interact with various characters in an effort to 'become' them, and take on their roles. With disguise and a spot of the old make-up always at hand, you – as The Cruiser (or not, as his in-game face tends to suggest) – must kidnap numerous unfortunates in an effort to evade your pursuers, who are trying to stitch you up for the vicious murder of your team.

M:I looks a little like *GoldenEye* and, before it, *Turok*, with the polygonal characters possessing life-like faces and reacting in different ways to different situations. The game has also drawn its locations from the film's original blueprints with the six levels (plus possible secret ones) including the Russian Embassy, CIA HQ and Liverpool St. Station. However, *Mission* has been pushed forward in time a little to allow the programmers freedom with the gadgets and weapons included. N64 Magazine will be carrying an exclusive first playtest in a couple of months...

LIVE FROM E3! QUEUE RATING N/A

GO! GO!

PLANET 64 COMING SOON

LIVE FROM E3!

RPG NEWS

WITH WIL OVERTON



While there might not have been an avalanche of RPGs at the big show, snippets from E3, combined with some hot news from Japan, means that there's plenty to update in the wild and – yes – *wacky* role-playing world.

Here come the games



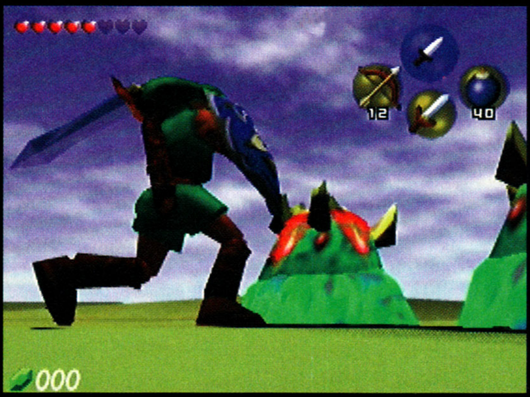


This is all looking brilliant – but we want it now!

Fantasy Resident Evil anyone?



Giant frog-type things. Always a problem, we find.



LEGEND OF ZELDA 64

NINTENDO	128M	1	DECEMBER	TBA

NEW PICS!

Everything seems to be moving along quite well in Hyrule, with the game now around 60-70% complete; there's still every chance it could reach the Japanese market before the year's end.

There were some highly impressive scenes running on video in Atlanta, with Link battling various nasties and switching between a first- and third-person perspective when using his bow and arrow. There also seems to be a new overhead view when you enter a searchable room, although whether this is a fixed viewpoint or not wasn't revealed. According to Miyamoto (who is both producer and director on the game, rather than just producer), many of the best ideas from *Zelda III* and *IV* will be carried over to the new adventure, although the only one he'll let on about concerns the rather disturbing aspect of putting chickens on top of Link's head.



Motion capture makes Link's moves appear incredibly realistic.



Link feels like chicken tonight! Ha ha. Heh.





MOTHER 3

NINTENDO/HAL | 64DD | 1 | 1998

Also a fair way along the road to completion, *Mother 3* will be the big game at this year's Shoshinkai show in November.

The 'Chimera's Forest' subtitle has been dropped because someone else, oddly, owns the copyright on the word 'chimera'. The main character is still undergoing design changes, too, but the game engine is complete, the story almost finished, and the whole thing is up and running on the DD system.

Whether or not *Mother 3* (which will indeed be called *Earthbound 64* when it comes to the West) will be the N64's first turn-based RPG seems also to have been resolved. Although monsters will be visible on the field map, the screen will flip to a 'battle mode' to engage the enemy – which suggests a traditonal menu approach to the combat system.

One thing that's certain is that *Mother 3* will definitely take advantage of the DD's customisation ability. Potentially, every player's route through the game will be different, since every action he or she takes is supposedly written to the disk.



While Mother's main character has yet to have his final design decided upon (top of page), the rest of the game is almost complete.

THE UPDATE INN

Holy Magic Century
Last month's **N64** Magazine exclusive Future Look has now been picked up by THQ for distribution in the US under (for the time being, anyhow) the rather unimaginative title of *Quest 64*. Rest assured, we'll be taking another look at this rapidly-developing action RPG very soon.

Pocket Monsters 64
Following the announcement that *Pocket Monsters 64* would be launched alongside the 64DD next March, it appears that there are now two *PM* games currently in development. Although they share data and characters, *Pocket Monsters 64DD* is not an RPG like its Game Boy cousins – that potentially blockbusting aspect is reserved for (surprise, surprise) *Pocket Monsters RPG*. Incredibly, all the monsters are already modelled in 3D, and development on *PM64* is up to around 50%, so we can expect to see some early shots in the very near future.

Super Mario RPG 2
There are currently around 20 people working on this 64DD follow-up to the Square-penned Super Famicom original, with a Japanese release tentatively planned for the second half of next year. Miyamoto and his team have only just decided which direction the game should take, and it looks like it'll be more of a traditionally linear affair rather than something which uses the 64DD's read/write capability more innovatively.

Fire Emblem 64
Finally, Nintendo's little-known (outside Japan, that is) strategy RPG has been officially confirmed as in development. Don't expect a release this side of *Mario RPG 2* though.

ASK FuSoYa

Welcome again, mortals, to my ornamental temple of role-playing Nirvana. It is indeed heartening that so many of you care about the state of Nintendo 64 RPGs. However, FuSoYa does notice a worrying trend in the questions he's being asked. You all seem to believe that only by SquareSoft creating RPGs for the N64 can the system be truly great. I would remind you that there are a great many other developers you should also be championing, and that Japan does not live by *Final Fantasy* alone. Yes, Nintendo does realise that it needs the RPG genre for the N64 to really flourish in Japan and yes, the games will eventually come. Be patient, my disciples.

Max Henderson of Twickenham has this to ask the all-knowing FuSoYa:

The RPG column is great, but please, please get an interview with SquareSoft, as I am worrying enormously about three games: *Final Fantasy VII*, *Final Fantasy Tactics* and *SaGa Frontier* on PlayStation. Will Square ever develop for the N64 – I hear 64DD Square games are more likely than cart ones – because surely they have some amount of loyalty left in them for Nintendo?

FuSoYa trembles with anger, spilling his herbal tea and causing a loss of 5hp on his sandals.

I am angry! There is no point in FuSoYa organising an interview with Square if all they're going to say is "we have no N64 games in development". Square is a business, developing games on the system that suits its needs best and that will reach the widest audience. At the moment they've decided that that means PlayStation. Money may be a dirty word, but it's what it all comes down to in the end. They have no loyalty to Nintendo, and remember that in Japan there is far less of this fanatical dedication to one machine that we have to suffer here. Any N64 gamer who enjoys Square games that much just buys a PlayStation as well.

That said, though, I'm sure that there is still the distinct possibility that we'll see a 64DD Square title in the next couple of years (although it definitely won't be Final Fantasy VIII*!). After all, on the Saturn and* PlayStation*, 2D overhead RPGs are still commonplace. It would be perfectly feasible to have an N64 RPG in the style of the PS title* Wild Arms*, with 2D exploration and 3D battle sequences.*

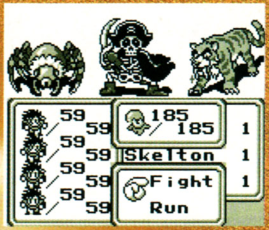
Finally, Daniel Gorman of Dublin poses this to FuSoYa:

I am a little concerned about the RPG situation. *Zelda* is coming out on cart, but surely this would mean that it would be small. Even if it ends up being 32Mb it will still fall short of *Final Fantasy*'s three CDs. I think *Mother 3* will be better than *Zelda*.

FuSoYa summons 'sensible'...

Let's backtrack a little here. The biggest RPG on the SNES was Namco's Tales Of Phantasia*, which weighed in at 64Mbit (8Mb) – and the majority of that was taken up with a sampled theme song.* Chrono Trigger *and* Seiken Densetsu 3 *chalked up a more modest 32Mbit (4Mb) while* Final Fantasy VI (III) *got by on a relatively meagre 24Mbit (3Mb). Was* Zelda III *(a minuscule 8Mbits) on the SNES any less enjoyable than* FFIII *just since it was a third the size?*

Discounting the fact that they're two completely different styles of RPG, I think we can expect Legend of Zelda 64 *to be a rewarding gaming experience no matter what size the cart turns out to be (and I think your 32Mb is a little optimistic. That would make it a 256Mbit cart! 128Mbit – that's 16Mb – is more realistic). I think the phrase I'm looking for here is 'quality not quantity'.*





SaGa 2 (FF Legend II) and FFIV (II). Proof that big stories don't need big bytes.

RPGs live or die on the quality of their stories and characters, not how much storage space their graphics take up. You might like to remember that before Square went in for multi-gigabyte movie-style adventures, their SaGa (Final Fantasy Legend) *series on the Game Boy provided astonishingly good adventures in 4Mbits (that's 500K!) and under!*

That's all for now. There's a Hawkwind gig in the Land of Summoned Monsters tonight and I've got a hot date with Rydia. If you have an RPG question that simply must be answered then send it to me at:

Ask FuSoYa, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Ask me why Square aren't making N64 games however, and I will cast Meteo! You have been warned.

PLANET 64 COMING SOON

LIVE FROM E3!





Tim saw real-life wrestlers in action. Jealous? Of course you are. Not many Britons get such a rare old treat.

Hulk Wow-gan!

WCW VS NWO: WORLD TOUR

THQ	64M	1-4	US: NOVEMBER	UK: NOVEMBER

THQ's food-packed stand was situated on the floor above the main show room, and to accompany the announcement of *WCW vs NWO*, N64 Magazine was invited to the CNN News Centre in Atlanta to gander away at the real-life WCW wrestlers pummelling the stuffing out of each other. And the next day, on taking to the game with our newly-gathered skills, we pleasantly discovered that *WCW*, with its chunky, smoothly-animated grapplers, does indeed bury the memories of such travesties as *WWF In Your House*.

There are 60 wrestlers to get your teeth into, as well as individual moves for each one and four play modes with a Tag Team option included (left out of the recent PlayStation slap-a-thon *WCW vs The World*) as well as the opportunity to create your own belts. Aaaand, the Rumble Pak gets a look in every time you lay 'one' onto an opponent.

WCW's multi-player facility makes perfect use of the N64's extra power, with no slowdown at the advent of a wrestler pile-up. Yes, it's wrestling, but it's already better than *Mortal Kombat*.

LIVE FROM E3! QUEUE RATING

Grin 'n' Tonic



TONIC TROUBLE

UBISOFT	TBA	TBA	France: TBA	UK: TBA



Graphically enhanced screen-shots, yes, but Tonic Trouble was a darn sight better than we expected. In fact, it's going to be bleedin' great. Probably.



Formerly titled ED (after its main character), UbiSoft's *Tonic Trouble* was shown behind closed doors at E3, with a building-sized model of the character – outside the show – the only thing from the game revealed to the public. Nevertheless, N64 were on the spot to watch the game proper slink through the very latest of movement, and the general feeling was that it looked very promising.

Although only a couple of levels were viewable, the final game will include as many as 15, with 64 characters popping up along the way. The movement of ED, a Martian, is quite lovely as he potters about his 3D world with a range of movements including jumping, running, crawling, swimming, flying, pushing, pulling and swinging (on ropes).

The differences between this and UbiSoft's PlayStation stonker *RayMan* are numerous, but there are also a few similarities in the presentation and playing stakes. Indeed, UbiSoft have revealed that Rayman will even be making an appearance in the game at some point. More very soon indeed...

LIVE FROM E3! QUEUE RATING

An ear to the E3 ground

Many of the games at the show were playable, but even so games companies were loath to release any screen-shots. *Quake 64* was one such example. Although, disappointingly, another straight PC port, it was looking enjoyably smooth, with – finally – a control system perfectly suited to its complexities. The D-Pad operated your movement, the analogue stick allowed you to look up and down and the Z-trigger fired off your rounds.

MK Mythologies was, surprisingly, in a playable state, although we weren't enamoured with the overly-tricky controls. Still, it was an interesting mixture of game styles with one section of traditional *MK* scrapping with huge sprites followed by smaller characters and a platform section.

Also on the Midway stand we found arcade conversion *San Francisco Rush*, which didn't *look* fantastic, but played well. In fact, it was one of the better driving games at the show, with a sturdy, speedy feel to it. After the tedious *NBA Hangtime*, Midway are also having another go at basketball with *Hardwood Heroes*. And finally *Mace: The Dark Age*, their other N64-bound former arcader, did slightly less to impress us, with some untidy visuals. There was a good enough game underneath, though, so some facial surgery might do the job.

Further on, we found the ever-reliable Konami stand parading its usual mixture of hugely promising releases. Sadly for N64 owners, though, a video of *Castlevania 64*, the already-wondrous *Hybrid Heaven* and next year's *Nagano Winter Olympics* was about as good as it got. Also revealed – though not on video – were details of 1998's *NBA In The Zone '98* and beat-'em-up *Battle Dancers*, although both are only in the very earliest stages. But the bad news for RPG fans was that *Ganbare Goemon 5* won't be seeing an American or European release. Apparently, due to it containing two songs, and weighing in at a whopping great 128M, it's been deemed just too large.

Quite what's been happening at Acclaim HQ in the past year is a mystery. Whereas once abysmal film licences would have been the staple diet of their E3 show, 1997 heralded a welcome change of direction. With *Turok* already under their belts and *Extreme G* looking hugely promising, they also revealed details of an N64 version of the Probe-developed *Forsaken*, a gorgeous-looking futuristic shooter, as well as Iguana's *QuarterBack Club '98* and a totally re-designed *Ultra Soccer*. Oh, and then there's a little game called *Turok 2* as well.

Gametek were busy showing off their N64 versions of *Wheel of Fortune* and *Jeopardy*, the latter of which is the first cart-based game to boast full motion video. Virtual sets, virtual hosts and virtually no hope of selling any copies over here. Still, the Americans go crazy for it, apparently.

Elsewhere, Kemco had videos running of *Twisted Edge Snowboarding*, the first game to make snow *look* interesting. *Cool Boarders* on the PlayStation proved snowboarding could be entertaining if done correctly, so there's scope for Kemco to impress. Hudson surprised with what amounted to a *Virtual On* clone, *Legion X* – an okay-seeming shooter – while EA finally admitted to having the reportedly pretty good (and totally revised) new *FIFA* game in production under the title of *FIFA: Road to the World Cup*. Well, it's got to be better than *FIFA 64*.

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Date	Game name	Publisher	Type	Country
August				
1	Mah Jong Diary Classic	Imagineer	TAB	JPN
7	Ganbare Goemon 5	Konami	RPG	JPN
8	Power League 64	Hudson	SPT	JPN
11	Tetrisphere	H20	PUZ	US
25	GoldenEye 007	Nintendo	ACT	US
29	J League Dynamite Soccer	Imagineer	SPT	JPN
late	Blast Corps	Nintendo	ACT	UK
	GoldenEye 007	Nintendo	ACT	JPN
	ISS64	Konami	SPT	US
September				
15	Ken Griffey Jr Baseball	Nintendo	SPT	US
23	Lamborghini 64	Titus	RAC	US
	Aero Gauge	ASCII	RAC	JPN
	ED	UbiSoft	–	US
	Robotron X	Williams	SHT	US
October				
	Multi-Racing Championship	Ocean	RAC	US/UK
	Starfox 64	Nintendo	SHT	UK
November				
	64 Ozumo	Bottom Up	SPT	JPN
	Chameleon Twist	JSS	ACT	JPN
	Final Doom 2	GT	SHT	US
	GoldenEye 007	Nintendo	ACT	UK
	Joust X	Midway	SHT	US
	NFL Quarterback Club '98	Acclaim	SPT	US
December				
	Biofreaks	Midway	–	US
	Hyper Olympics	Konami	SPT	JPN
1997				
sum.	3D Fighting*	Imagineer	FGT	JPN
sum.	Baku Bomberman	Hudson	ACT	JPN
sum.	F1 Pole Position	UbiSoft	RAC	US
sum.	Flying Dragon Fist Twin	Culture B.	–	FGT
sum.	Holy Magic Century Eltale	Imagineer	RPG	JPN
sum.	J-League 11 Beat 1997	Hudson	SPT	JPN
sum.	Mission: Impossible	Ocean	ACT	US/UK/JPN
sum.	Reason	Imagineer	–	JPN
sum.	ClayFighter 63 1/3	Interplay	FGT	US
aut.	Banjo-Kazooie	Nintendo	ACT	US
aut.	Extreme G	Acclaim	–	US
aut.	Mischief Makers	Nintendo	ACT	US
aut.	RoboTech: Crystal Dreams	Gametek	SHT	US
aut.	SimCity 2000	Imagineer	SLG	JPN
aut.	VR Pro Wrestling	Asmik	FGT	JPN
aut.	Duke Nukem 3D	GT	SHT	US
aut.	Top Gear Rally	Kemco	RAC	JPN/US
	Attack!	Midway	–	US
	Blade & Barrel	Kemco	SHT	JPN
	Body Harvest	Nintendo	SHT	US
	Dead Ahead	Optical	–	JPN
	Dual Heroes	Hudson	FGT	JPN
	F Thomas 'Big Hurt' Baseball	Acclaim	SPT	US
	Final Round 64	Konami	SPT	JPN
	Flight Simulator*	Video Sys.	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Human Wrestling	Human	SPT	JPN
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Jeopardy	Gametek	PUZ	US
	Lamborghini 64	Titus	RAC	US/UK
	Legend of Zelda 64	Nintendo	RPG	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mace: The Dark Age	Atari	FGT	US
	MK Mythologies: Sub Zero	Midway	FGT	US
	Namco Baseball	Namco	SPT	JPN
	Pachinko World 64	Shoei	ETC	JPN
	Pebble Beach Golf Links	T&E	SPT	JPN
	Professional Mah Jong	Athena	TAB	JPN
	Rebel Moon Rising	Midway	–	US/UK
	Saikyo Habu Shogi	Seta	TAB	JPN
	San Francisco Rush	Midway	RAC	US
	Space Circus	Ocean	ACT	US/UK
	Super Real Island	Seta	–	JPN
	Super Robot Spirits	Banpresto	–	JPN
	Tokon Road	Hudson	SPT	JPN
	Ultimate Racer	Acclaim	RAC	US
	Ultra Combat	GT	–	US
	Wet Corpse	Vic Tokai	–	JPN
	Wheel of Fortune	Gametek	PUZ	US
	Wild Choppers	Seta	SHT	JPN
	World Champ'ship Wrestling	THQ	SPT	US
	XSW-1	Video Sys	–	JPN
	Yoshi's Island 64	Nintendo	ACT	JPN/US
	3-D Shooting*	Video Sys	–	JPN
1998				
early	Centipede X	Midway	SHT	US
	Superman 64	Titus	ACT	US
	Quest 64	THQ	RPG	US
spr.	Jungle Emperor Leo	Nintendo	–	JPN
wint.	Unreal	GT	ACT	US
wint.	Conker's Quest	Rare	ACT	US/UK/JPN
	Earthworm Jim 3	Interplay	ACT	US
	Jurassic Park 2	Dreamworks	–	US
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Quake 64	GT	SHT	US/UK
	Mario Paint 64	Nintendo	ETC	JAP
	Mother 3	Nintendo	RPG	JPN
wint.	NHL Breakaway '98	Acclaim	SPT	US
	Pocket Monster 64	Nintendo	ETC	JAP
	Quest for Camelot	Titus	–	US
	SimCity 64	Nintendo	SLG	JAP
	SimCopter	Maxis	SIM	US
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	Battle Dancers	Konami	FGT	JPN/US/UK
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	F-Zero 64	Nintendo	RAC	JPN/US/UK
	Freak Boy	Virgin	ACT	US
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Kindaichi's Accident File	Hudson	–	JPN
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	NBA In the Zone '98	Konami	SPT	US
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Silicon Valley	BMG	ACT	US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Tonic Trouble	UbiSoft	–	US
	Turrican 64	Factor 5	SHT	US
	Ultra Descent	Interplay	SHT	US/UK
	VR Baseball	Interplay	SPT	US
	VR Golf	Interplay	SPT	US

* working title

KEY					
				SHT	SHOOT-'EM-UP
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

TOP 5 IN THE UK
Source: ChartTrack

1. INTERNATIONAL SUPERSTAR SOCCER 64
2. MARIO KART 64
3. SUPER MARIO 64
4. WAVE RACE 64
5. TUROK: DINOSAUR HUNTER

TOP 5 IN JAPAN
Source: Dengeki Nintendo 64

1. STARFOX 64
2. MARIO KART 64
3. POWER PRO BASEBALL 4
4. TUROK: DINOSAUR HUNTER
5. BLAST CORPS

TOP 5 IN THE USA
Source: Electronics Boutique US

1. HEXEN
2. MARIO KART 64
3. SUPER MARIO 64
4. TUROK: DINOSAUR HUNTER
5. CRUIS'N USA

TOP 5 IMPORTS
Source: Project K

1. STARFOX 64
2. GO GO!! TROUBLEMAKERS
3. BLAST CORPS
4. MARIO KART 64
5. TUROK: DINOSAUR HUNTER

N64 MAGAZINE

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 → **The Legend of Zelda 64** Nintendo Release TBA



2 NEW! **GoldenEye 007** Nintendo November (August in Japan/US)



3 ↑ **F-Zero 64** Nintendo Release TBA



4 ↓ **Super Mario RPG 2** Nintendo Release TBA



Super Mario RPG (SNES) shown

5 ↓ **Castlevania 64** Konami Release TBA



6 NEW! **Banjo-Kazooie** Nintendo Winter



7 ↓ **Mother 3** Nintendo Release TBA



8 ↓ **Ganbare Goemon 5** Konami Release TBA



9 ↓ **Yoshi's Island 64** Nintendo Late summer



10 ↓ **Holy Magic Century** Imagineer Autumn



Bubbling Under: Bomberman 64 (Hudson), Hybrid Heaven (Konami).

ゲーム日本 GAME JAPAN

Monthly report from inside the home of Nintendo 64. By Game Japan/Recca-sha Corp. (www.rcp.co.jp/recca/)

Sing, Shinji, sing!

Astonishingly, Japan's latest N64 game could top the pop charts too.



The latest development in the unstoppable Japanese blurring of videogame fantasy and real life comes courtesy of *Go Go!! Troublemakers*, the ace new game from cult developers Treasure. ***(Which we get all excited about in our review starting on page 60 – Ed.)*** Although videogame characters have always been celebrities here in Japan, the fantasy folk in *Go Go!! Troublemakers* have really caught the public imagination, to the extent that one of them is about to become a pop star.

Go Go!! Troublemakers is, as you probably know, a fun-filled helping of typical Japanese quirkiness: on a level called 'Enjoyable Big School Sports', for example, you can run a 100-metre race and practise the long-jump.

But all the characters' voices are all performed by popular Japanese dubbing artists, and big-name dubber Suzuki Shinji sings the theme tune which will become the hopefully-hit single. So will an album follow? Will the song be released in England? Sometimes items turn up…

TOKYO CULTURE SCENE





Costume Play – a craving to transform into game characters

Getting lots of publicity in the media at the moment is a teenage phenomenon called 'Costume Play', or 'Cosplay'. Or 'Cosupure' (pronounced 'Co-su-pu-ré') if you want to be even more Japanese about it. It consists of dressing up as your favourite characters from videogames. A good place to see Cosupure in action is Disco Twin Star in Shinjuku, Tokyo, which is one of the meccas of Cosupure. At the monthly Costume Player's Party – COSPA for short – lots of young people costumed like characters from *Final Fantasy VII* and the *Street Fighter* series dance and frolic.

COSPA has been changing over the last ten years. People used to enjoy it privately and secretly in small groups at anime and manga club meetings. Now, however, they turn up at down-town discos: about 800 people attend each COSPA at Disco Twin Star. And the characters they dress up as have changed, too: although alter-ego of

Big Shadows sales predicted

Nintendo count 180,000 copies of *Shadows of Empire* before they're hatched.

As we reported last month, the film Star Wars: Special Edition was finally released in Japan on May 31st. People queued all night for the first showing outside cinemas in Tokyo's Metropolitan area. Many people have watched it since then, and it seems to have successfully recaptured the Star Wars fever of 20 years ago. Like a top-selling game, it's been welcomed by all generations – a rare thing in Japan.

Star Wars characters are also very much in fashion. Yoda dolls are commanding a particularly substantial premium, selling for ¥100,000 (£510) each, with shops constantly sold out. Other Star Wars goods are a card game, the action figures, telephone cards and underground train cards. The underground card sets sold out after only a few days, due to advance orders.

So will *Star Wars: Shadows of the Empire*, which went on sale on June 14th, be able to take advantage of all this? According to one wholesaler, Nintendo were hoping to release 300,000 copies of the game, and to sell 180,000 of them straight away. Will they be able to repeat their Mario success with Luke, Han and Darth?





choice used to be anime and manga characters, videogame role-models are now more popular. Cosupure fever has also infected the US, where fans are called 'Otaku'. There was even a symposium held last year.

When we visited the latest COSPA, we weren't the only ones tickling the party-goers' vanity by treating them as models – loads of other newspaper and magazine reporters were there too. The world of games is gradually encroaching on reality.

NINTENDO

SHORT SHORT

Many of the new N64 games on display at the E3 show in Atlanta originated, naturally enough, in Japan. Here's what our Japanese pals have to say about them:

F-Zero 64

The next in the very popular series that began on the Super Famicom. There'll be about 20 courses that are more three-dimensional and tricky than before, with 360° loops and corkscrews that couldn't have been done on the Super Famicom. With this radical change to the courses, more of the N64's power will be exploited than ever before.

Buggy Boogie

Rumour has it that this will be a sequel to the Super Famicom game *Wildtrax*. This time you may be able to build your own car using various combinations of parts. And also, the machine is alive and will gradually grow up! Will it do better than *Wildtrax*, which ended in failure?

Yoshi's Island 64

This is also based on a Super Famicom game. It basically uses the same horizontally-scrolling style as before, but occasionally goes off in different directions. Nintendo say they're planning to create the ultimate 2.5D action, rather than 3D or 2D. It's not yet been confirmed whether 'Baby Mario', who's carried piggy-back by Yoshi in the current version, will be present in the N64 game.

The Legend of Zelda 64

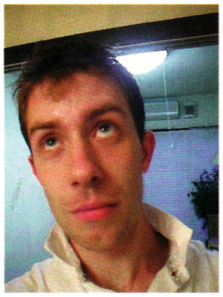
The 64DD version has been postponed until the hardware's release next year. Nintendo say that development of the cartridge version is progressing satisfactorily, however.

Mother 3

The scenario has reportedly been completed by super-popular copywriter Mr Shigesato Itoi, and is already up and running on the 64DD. It's hoped that a nearly finished version of the game will go on display at Nintendo's Private Show (the new name for Shoshinkai) this October. The name of the first *Mother 3* dungeon you'll visit is 'A Cave Impossible To Be Lost'.

PLANET 64

NEW!



An Englishman in Tokyo

To the untrained eye, the streets of Tokyo are a strange, alien world. Fortunately, Max Everingham's eye works out every day.

LEARN JAPANESE PART 2

This month, we're going to look at how to write the name of the greatest game-producing company in the world. We'll also discover another way of saying 'game', so you can find one on your next shopping trip to Tokyo, and take the first step in making contact with the natives (a far less risky enterprise here than in London, let me tell you).

So, pictures first:

任天堂

which means 'Nintendo'. Impress your mates and wow the girls with your deft brushwork. Or you could try writing the characters instead.

Next up is the word 'sof-toh' (a Japanisification of the 'soft' part of 'software'), which is written as

ソフト

This term applies to all software, obviously, but is most often used as shorthand for saying 'computer game'. Dead handy.

But what if you've found the games section and are trying to decide whether or not to lay down the readies for a game? You sidle up to the bloke/girl playing the demo (or to the shopkeeper, I suppose), and ask "Omoshiroi?",

おもしろい

using a rising tone as you would with one-word questions in English. This basically means "Is it any good?", and tends to get one of those universally-understood responses, like a nod.

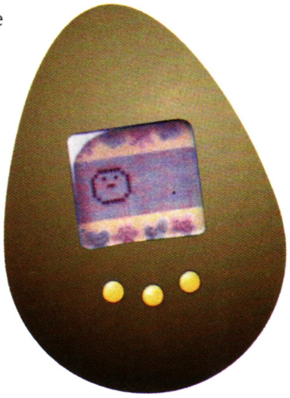
Heart-warming news this month for those who've had enough of reading about how new games get released here in Japan about 27 years before you see them in the UK. Get ready to gloat as I reveal the names of the two latest N64 releases here in Japan: *Turok: Dinosaur Hunter* and *Shadows of the Empire*! And even then I'm a bit previous because, at the time of writing, *SOTE* still has 3 days to go until we can get our grubby mits on it. Feel better, do you? Of course, I can always nip home and take my frustrations out on a few games of *Starfox 64*, but it's just not the same, is it? Er, moving on...

Three guesses as to what the most eagerly-awaited new release for Nintendo is this month? *Rev Limit*, perhaps, or *Bomberman 64*? Maybe *Multi Racing Championship*, eh? You'd hope so, wouldn't you, but they're all due for release next month. (Hudson are promising a "summer" debut for *Bomberman*, but are fast running out of months you could reasonably call 'summer' ones.) No, what's got game fans in a tizzy in Tokyo is the imminent appearance of your friend and mine, the loveable, the inimitable (ahem) *Tamagotchi* for the Game Boy. Hurrah!





Reservations are now being taken all over the country for the cartridge version of those mania-inducing pocket pets – it seems we just can't get enough of them. So much so, in fact, that some rocket scientist in a supermarket east of Tokyo attempted his own little marketing coup. Capitalising on the fact that the words (in Japanese) for 'egg' and 'sandwich' combined resemble the name of Bandai's monster hit, he had people from all over queuing up from the early hours of the morning to purchase the "Special, limited offer of Tamagotchi to the first 100 lucky customers". But when punters finally got to the head of the queue, they discovered they'd been waiting all day for the privilege of buying an egg sandwich. One enraged customer, who'd taken the day off work especially, was last seen teaching our marketing genius a novel method of ingesting his eggs. Allegedly.



Even less impressed with this latest electronic craze are the South Korean government, who have banned Tamagotchi from all schools in the country. The reason given is that the toys supposedly "retard the students' human development". Cheep cheep.

That said, this is one particular bandwagon that I can't wait to leap on. In fear of what my wife might say, I've been trying to think up a good excuse for buying a Game Boy. The plan is, I'll get one of those lovely shiny gold 'Pocket' versions and the Tamagotchi cart to go with it, promising her a few goes if she doesn't give me ear-ache for wasting my money. I can't say fairer than that, now, can I? If this doesn't wash with her, my fall-back position is going to be an incisive, rational argument – something along the lines of: "Wah! But it's not fair! All the other boys have one." Which is true, so there.

While I'm at it, I might try for Imagineer's *Multi Racing Championship* too, which looks to be shaping up very nicely. It may even put a dent in the popularity of Nintendo's *Mario Kart 64*, some people are whispering here in Japan. But, then, you'd know better, wouldn't you, as you should be getting a review of it in this issue. *(Page 48, actually – Ed.)* Bah.

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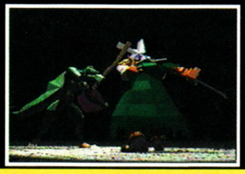
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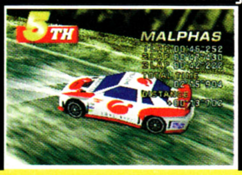
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N64 MAGAZINE ARENA

BLAST

Here're 12 pages containing everything you could ever possibly want to know about Nintendo's demolition derby. Even though it's not out till the end of August now. Tsk.

36

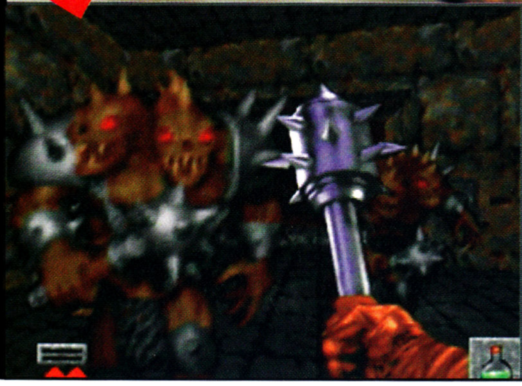
IMPORT

MULTI RACING CHAMPIONSHIP



Brilliant! The N64's first rally game has arrived, and it's brilliant! Brilliant!

48



HEXEN

Here's one of the games we've got to look forward to in the autumn. And, well...

56



ARENA

N64 GUIDE TO SCORING

We play all new Nintendo 64 games thoroughly and, if they're really great, we'll play them through to the end before arriving at a verdict. Our scores are considered carefully, taking into account the high cost of Nintendo games and the incredible capabilities of the N64. Here's how it works:

85% and above

N64 Magazine only awards the most superb games scores of 85% or above. We complete them to make sure they stay great all the way through and, if they do, give them our Star Game award. Games scoring this highly are great to play and show off the N64 fully.

84%-70%

Because such high standards have been set by the likes of *Super Mario 64* and *Mario Kart 64*, many otherwise excellent games struggle to match them. While they may still be well worth buying and playing, **N64** scores them strictly.

69%-50%

An irksomely unsatisfying area of the scale, containing games that are merely competent. They'll be playable and moderately entertaining but no more, probably because their developers have failed to grasp what the N64 is all about.

49%-20%

Let scores of less than 50% be a warning to you. These games really are no fun, and do our N64s a disservice.

19%-0%

We hope never to have to explore this scoring extreme, but will exercise it fearlessly if necessary.

THOSE CATEGORIES EXPLAINED

The N64 can produce graphics undreamt of before its arrival, and our 'Visuals' category takes this into account.	9 VISUALS
Has it got good noises in? And is the music good? Or just annoying? These things matter, they really do.	9 SOUNDS
How well does the game make use of the N64's amazing hardware? A *Mario*-beater? Or just a PlayStation port?	9 MASTERY
It may look great, and sound brilliant, but will you finish it in five minutes and never want to play it again?	9 LIFESPAN
And the big mark at the end is essentially a measure of how much fun you're likely to get out of the game.	VERDICT

Most N64 games tend to appear in Japan and America before they arrive in Europe. We track them down, play them thoroughly and review them immediately, to ensure our readers are fully informed at all times. We'll then also review the UK versions as soon as they become available.

PLAYING IMPORT GAMES

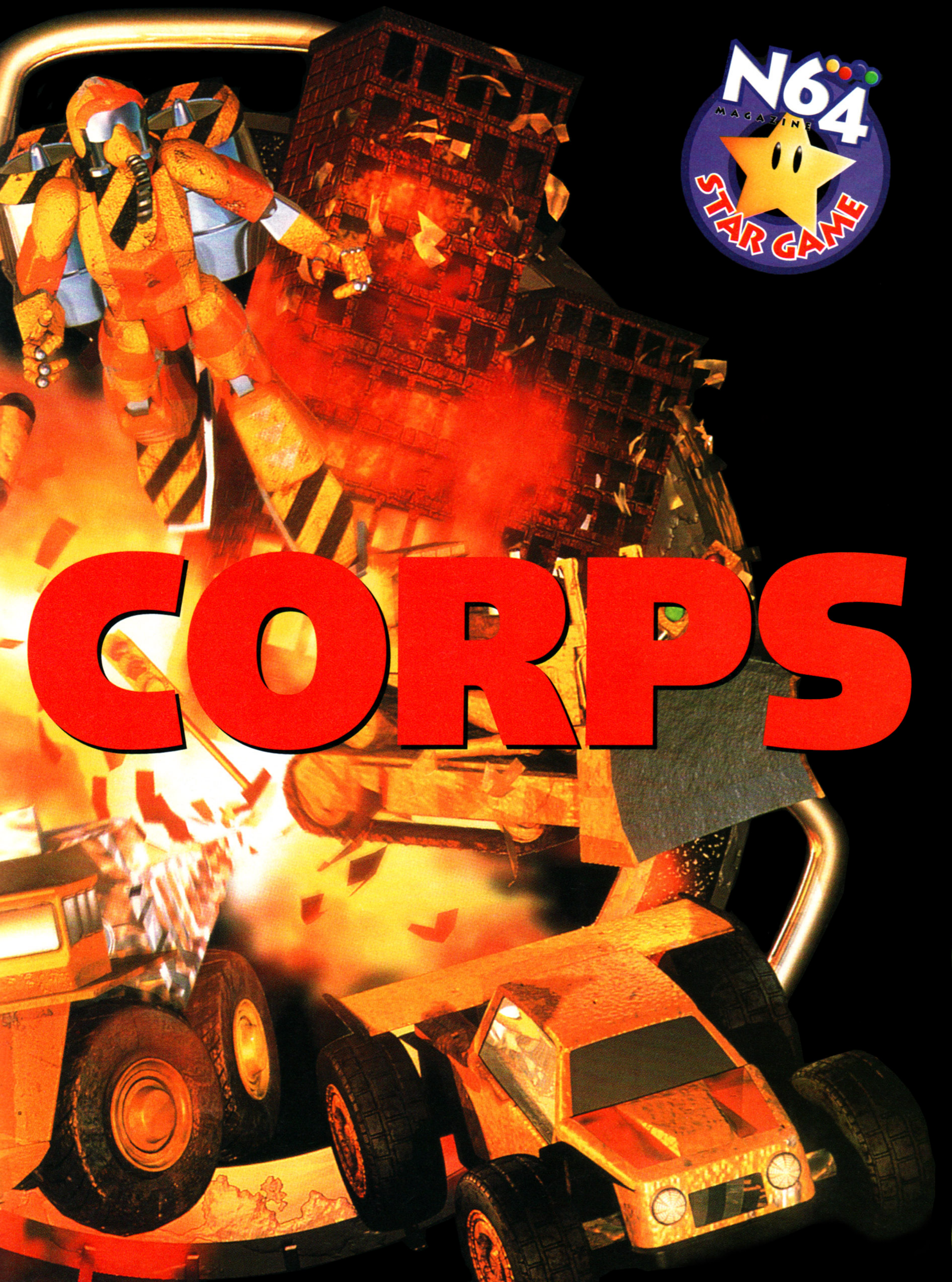
Japanese and American games can only be obtained through specialist importers, and won't work on UK N64s. To play them you'll either need a Japanese or American machine, or a modified UK N64. Or! a universal adaptor – you can get one of these devices from Fire, whose telephone number is 01302 325225.

Unstable nuclear weapons lumber unstoppably towards the metropolis. The slightest impact will cause unimaginable devastation. There's only one thing you can do. Call for help. Call for the experts. Call for...

BLAST

Blast Corps		
RARE/NINTENDO		
late August/ early September	64M	1
	Controller Pak back-up	~~On-cartridge back-up~~
£55		





CORPS

An elite squad of highly-trained specialists operating the most awesome machines ever designed, **Blast Corps** is the world's last line of defence against the unknown – on Earth... and beyond!



J-Bomb



Thunderfist



Cyclone Suit



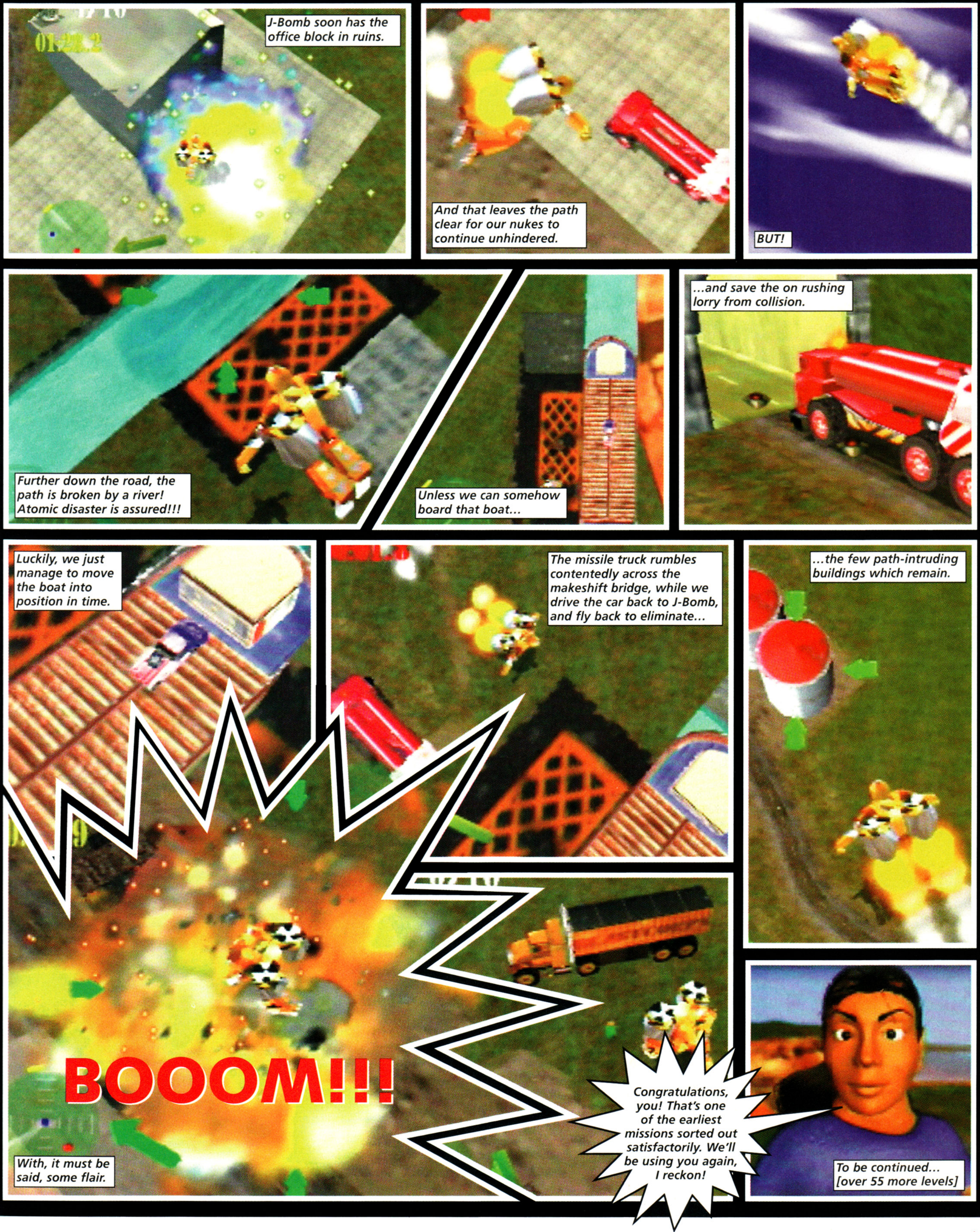
Ramdozer



Sideswipe

GO! GO!


Erk! Looks like a truck carrying two unstable nuclear missiles is heading for that small village! Blimey, etc.
Have no fear, fearless Blast Corps team leader pal Amber. We shall stop it.
And look! Yes, look! Here we come, inside the metal suit of J-Bomb, to save the day!
0/10
COLLISION IMMINENT
Ack! The truck's damnably close to those farm buildings. If only J-Bomb had some kind of…
…mega-destructive leap-on-buildings talent. Oh. Great. In one mighty bound…
…we've stomped on a good proportion of the obstructing outbuildings.
But, further down the road, we spy an much larger obstacle. Jet power!
WOOOOOSH!
And what's this on the other side of yon hill? A train?
3/10
02:19.3
It surely is. And it carries a car, too. One way or another, this train/car combination is sure to help us save the world.
Hurry up! Jump out of J-Bomb, get in the train and drive it through the tunnel. Or there'll be hell to pay!
Yes! Parking the train at the end of the line, we scarper from the cab…
…race the car back to J-Bomb…
3/10
…and jet back in time to see the truck cross the rails, thanks to…
…our cunning wagon-parking. Now to deal with that office complex!


J-Bomb soon has the office block in ruins.
And that leaves the path clear for our nukes to continue unhindered.
BUT!
Further down the road, the path is broken by a river! Atomic disaster is assured!!!
Unless we can somehow board that boat...
...and save the on rushing lorry from collision.
Luckily, we just manage to move the boat into position in time.
The missile truck rumbles contentedly across the makeshift bridge, while we drive the car back to J-Bomb, and fly back to eliminate...
...the few path-intruding buildings which remain.
BOOOM!!!
With, it must be said, some flair.
Congratulations, you! That's one of the earliest missions sorted out satisfactorily. We'll be using you again, I reckon!
To be continued... [over 55 more levels]

GO! GO!

WELCOME TO MY WORLD

Blast Corps has a pleasingly flexible structure; although you progress through the game mission by mission, most of the long-term value comes from revisiting levels and finding every single hidden secret, or competing against the clock to improve your performance. You start off with just a single mission available, but as you complete each one you'll be rewarded with pathways to further crises-in-progress. And by travelling over this world map, you can see how well you've done in every district, and move rapidly to your chosen challenge. The system works well, and we like it.







Green Circle: There's at least one communications satellite still to be activated from this level. You can explore it further at your leisure, and when you find the satellite controller, another pathway will open up to a new bonus level.

Level Complete: You got the carrier through safely on this level, in good time. You destroyed all the buildings, found all RDUs and activated all satellites. A job well done.

Silver Medal: Not a bad performance, but you've yet to get totally to grips with this bonus level.

Black Blob: You either haven't tried this level at all, or haven't managed to deal with it satisfactorily. What're you waiting for?

Red Circle: All satellites activated, with the level completed to gold standard. Congratulations.

Moon: Complete all the earthbound levels, and you'll be whisked off to a low-gravity challenge on the moon! And 4 other interplanetary delights await those skilled enough to get a Gold Medal on every single mission.

Bronze Medal: Although you managed to complete this bonus challenge in the time allowed, a third-class award is all you'll get until you're practised enough to turn in a truly spectacular performance.



Green Pathway: New pathways open up when you complete a level, with bonus missions available when you activate a communications satellite.



Scientist: Excellent! You've managed to locate one of the six hidden boffins. You'll need to find them all before you can finally destroy the missiles, progress to the Space Shuttle mission and enter the game's final section.



From this...

To this...

To this!



Control yourself

Despite the profusion of vehicles on offer, each with its own special abilities, control in *Blast Corps* remains pretty straightforward, thanks to a fuss-free and intuitive button layout. Basically, the stick steers left and right, or moves you around if you're in a robo-suit. The A button is Accelerate, the B button Brake, the Z-trigger takes you out of a vehicle, and the Right and Left shoulder buttons activate any special abilities, even if they're only honking horns. There are slight variations, but they're all pretty straightforward.

STEP BY STEP



1 In the first mission, all you have to do is use Ramdozer to bulldoze the buildings which lie in the path of the oncoming missile truck. Make sure there's no collision, and you'll be rewarded with a single gold medal and three new pathways to adjacent missions on the map. And, of course, the glow-inducing knowledge that you've prevented a horrific accident.



2 But don't leave it there: re-enter the mission, with the missile crisis now averted, and take time to explore the level more thoroughly. First job: to destroy every single one of the buildings, not just those which were in the truck's path. One of the structures will house 'survivors' who are, oddly, freed when you knock down their dwellings – you'll have to score a full 100% on both survivors and buildings to get this level one step nearer total completion.



3 Second job: activate all the RDUs. Radiation Display Units are small red lights which illuminate when you get close to them. Often they direct you along the path you should be taking; sometimes, though, they're hidden away in obscure areas, no good to anybody. But they must still be located. Congratulations: you've earned a second gold medal.



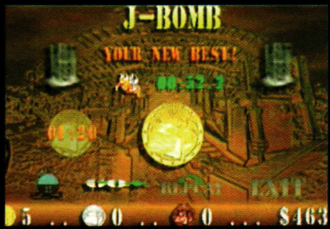
4 Even though you've scored 100% on all statistics, though, there are still secrets to be found. There's a car on the train that's just begging to be driven: get out of the dozer, drive the train to the boarding platform and make off with it!



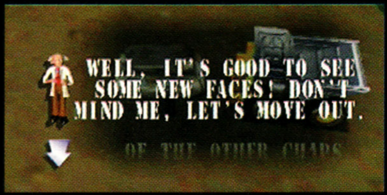
5 With the level properly completed, you can move on to the next in good conscience. This time you have two vehicles to help you: Ramdozer and Cyclone Suit. Make use of them both to clear the path, destroy all the buildings, free the survivors and illuminate all the RDUs. Level complete!



6 But you haven't totally finished this one yet, either: you'll also have to activate all the communications satellites. Discover the two uplinks in this mission, and you'll be treated to a similar number of bonus levels, one for each you find.



7 Now get gold medals on your bonus levels. Sometimes they'll teach you skills you'll need later on; keep coming back to them until you've perfected your techniques. Time-busting scores will quickly become a matter of honour. Now repeat these steps through the remaining missions, making sure you search hard to…



8 …find all the scientists. Helpfully, each one will give you a clue to the whereabouts of another. They're quite well hidden, but these pointers dramatically reduce the time you'll take to locate all six. And, once you've done that, you can then…



9 …save the Space Shuttle. It'd be careless not to.



10 Shuttle saved, you can go to the Moon. And take time to adjust to the new gravity – a pleasing twist.



11 Now you've got to get gold medals on every level. Leave no stone unturned, no communications uplink unactivated, no time limit unbroken, and then you'll be able to…



12 …beat the Outer Planets. There are four planets still to discover after the Moon: Mercury (Backlash, Ramdozer and Skyfall); Venus (Backlash); Mars (Backlash) and Neptune (Backlash). Enjoy them.

13 Work for super-gold scores. When you return from Neptune, all your gold medals will be removed, and the difficulty level ramped up significantly. You'll have to go back through every mission, and re-complete them against a much-less-forgiving clock. Which is, in some cases, very, very tough. Indeed. Only then will you be a true *Blast Corps* master. Yes.

GO! GO!

METAL MACHINE



J-BOMB
MAYHEM FACTOR: INORDINATE
Launch this jet-powered behemoth high, then stomp down hard for maximum destruction.

THUNDERFIST
MAYHEM FACTOR: EXTREME
Thunderfist rolls devastatingly into buildings, following up with a series of massive pounds from its mighty arm.

BALLISTA
MAYHEM FACTOR: SERIOUS
Dual rocket launchers flank this nippy bike; pick up ammo as you explore, then launch it to level your targets.

RAMDOZER
MAYHEM FACTOR: HIGH
Always reliable, always powerful, this solid performer is especially dangerous when pushing a box of TNT.

SKYFALL
MAYHEM FACTOR: PLEASING
It may look dinky, but a well-timed supercharge burst on a downhill slope can rocket this buggy into some major havoc.

BACKLASH
MAYHEM FACTOR: STARTLING
The toughest vehicle to master, this heavy truck needs to be swung around, striking back-first, to cause significant damage. But the results can be impressive, especially on the low-gravity planets.

CYCLONE SUIT
MAYHEM FACTOR: SIGNIFICANT
Unpredictable and difficult to aim, this acrobatic show-off flips and tumbles into unsuspecting structures, sending them crashing to the ground.

MAYHEM



SIDESWIPE

MAYHEM FACTOR: INTENSE

Hydraulic platforms project from Sideswipe's trailer; a single button-press extends them into nearby obstacles. Can be extremely effective.

A-TEAM VAN

MAYHEM FACTOR: ROCKIN'

Out of the host of bonus vehicles scattered throughout the game, this tall, black van is one of our favourites.

CARS

MAYHEM FACTOR: GENEROUS

There are a number of different road cars to discover in *Blast Corps*, including a police vehicle, and even these relatively fragile modes of transport can pull off the occasional spectacular smashing.

But it's more than just explosions...

Blast Corps may be eye-scorchingly packed with magnificent explosions, and ear-wobblingly filled with mammoth scenes of destructive majesty, but there's a more sober, intellectual side to the game, too. Oh yes.



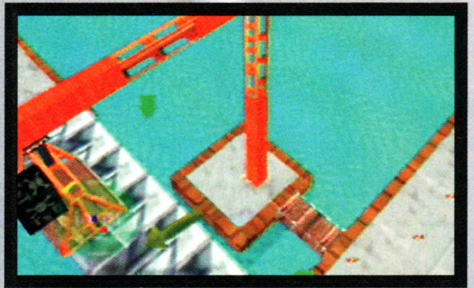
Puzzles range from relatively obvious obstacles which require no more than a moment's thought, such as this uncrossable road – drive Ramdozer on to the crane hoist, leave the vehicle, enter the crane, lift it across the gap then run across the footbridge and drive away – to...



...this significantly more taxing, up-against-the-clock, block-shifting problem.



Some of the puzzles are hidden away, leading only to unneccessary extra bonuses...



...while others are an integral part of the most obstinate levels. How, for example, to destroy the covering of this vital bridge? You may be able to work it out, but manoeuvering the required objects, with seconds ticking away as the missiles draw nearer, is no picnic.

GO! GO!

NICE 'N' EASY DOES IT

EASY





Controlling the vehicles, in general: Ramdozer and the car ease you in gently on the very first level, with perfectly elementary accelerate/reverse left/right controls. But later vehicles are just as intuitively operated. All in all, *Blast Corps* is eminently pick-up-and-play-able, even for novice gamers.





The first few levels: *Blast Corps* has an exceptionally comfy difficulty gradient, and most of the early levels are very straightforward. They're merely an introduction to the capabilities of the different vehicles on offer, and the basic principles of how to save the world from nuclear destruction.

QUITE EASY





Finding hidden vehicles: There are numerous 'hidden' vehicles scattered throughout *Blast Corps'* levels, which you won't need to complete each mission's prime directive, but will often be necessary for total completion of the section. And in some cases, they're just there for a bit of fun.





Solving most of the puzzles: Although there are a couple of notably tricky bits in *Blast Corps*, most of its challenges take only a few moments' thought. Truck unable to cross the tracks? Luckily, there's a train just over the nearby hill. A hole in the wall and a nearby block which will fill it? All a bit easy, really…

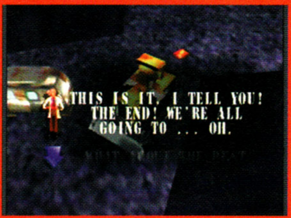
QUITE HARD





Driving Ramdozer on to a train: After a goodly amount of practice, you will eventually master this, but for a while it can be a real pain. The slightest collision sends the bulldozer scuttling backwards or jerking forwards, which obstructs your efforts to settle it onto the flat carriage no end.





Locating the six scientists: In order to successfully defuse the missiles which have been ploughing through the levels, you'll have to find half a dozen boffins tucked away in hidden areas scattered throughout the game. This would be very hard if each one didn't offer a clue to another's location. But they do.

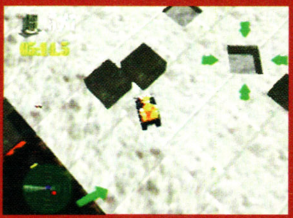
HARD





Activating the second satellite in Echo Marches: It may not actually be particularly difficult once you've worked it out, but this is probably the most involved hidden bit in the game, having you running around through subways and swapping vehicles repeatedly in order to track down the last transmitter.

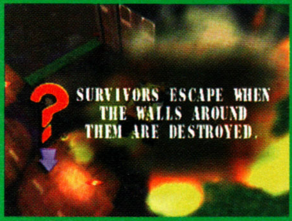




Saving the carrier at Oyster Harbour: The most complex, demanding and, to be honest, interesting of *Blast Corps'* missions demonstrates how much more could have been achieved elsewhere. A run of eight or nine very different tasks need to be completed, against a very unforgiving time limit.

One of the main ideas behind *Blast Corps'* flexible structure is that it offers several levels of challenge for differently-abilitied players...

EASY





Freeing survivors: An odd little bit of the game, this. Some of the buildings on each level will have been full of 'survivors'. Theoretically, you need to 'free' them to complete the level properly, but since you have to destroy all the buildings anyway, this hardly counts as an additional challenge.





Driving Ramdozer and piloting J-Bomb: Undoubtedly the most satisfying vehicles to operate, this pair are both simple to control and capable of immense devastation. J-Bomb is our favourite vehicle of all here at **N64**; if you aim his stomps accurately, you can take out four huge blocks at once. Brilliant.

QUITE EASY





Most of the levels: *Blast Corps* is not, generally, a hard game. Once you've worked out how to use Backlash effectively, there are only one or two bits where you should get stuck. This applies to both the main carrier-saving levels and the slightly-harder-to-get-gold-medals-on bonus levels.





Aiming the Cyclone Suit and the Ballista bike: Without quite being unpredictable enough to *really* annoy you, these two vehicles are slightly marred by some undeniable handling quirks. You never feel you're totally in control of their actions, making their missions fall just short of perfectly satisfactory.

QUITE HARD





Saving the Space Shuttle: Even after you've finally disposed of those pesky nukes, more challenges await; firstly, to clear a path for the Space Shuttle. This is a superb surprise twist on the *Blast Corps* formula, and we almost wish we hadn't given it away. But we had to, you understand.





Getting gold medals on all the levels: Once you've completed the Moon mission, there are still three more levels awaiting; to access them, however, you'll have to earn gold medals on all the levels. This is by no means impossible, and merely takes a bit of perseverance.

HARD





Mastering Backlash: To cause any kind of impact with the dumper truck, you need to put it into a curiously-unpredictable powerslide, and spin it in circles so the reinforced rear sweeps through any buildings you're trying to destroy. Although this is fun at first, it soon becomes a profanity-inducing chore.





Completing the Diamond Sands mission: Argh! This is universally agreed to be the single most annoying level in the game. The obstructive buildings straddle an impassable railway line, and you must dash from one side to the other via an underground passageway to clear the path. Frustratingly hard.

GO! GO!

BOOST BOAST
A sure way to shave seconds off your times on the racetrack bonus levels, and impress your friends even more crushingly with your *Blast Corps* mastery, is to perfect a turbo boost start. Just as in *Mario Kart*, you can get a significant burst of speed off the grid if you press the accelerator button at precisely the right time. Just after the green light, we reckon.







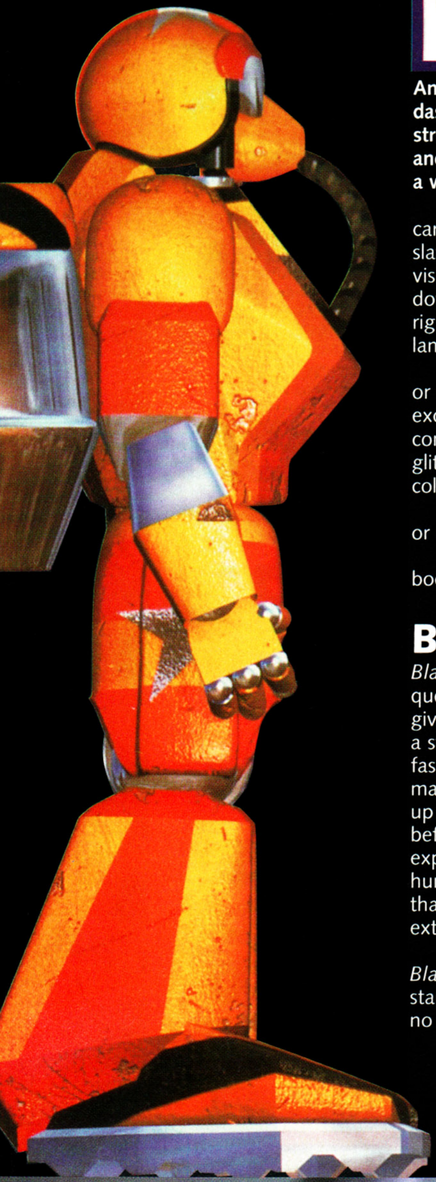
◁ *The cornea-searing explosions which are so fundamental a part of Blast Corps' vocabulary really show off the graphical virtuosity of the N64.*





△ *The superbly-implemented floating-camera view is one of the game's smartest features, occasionally treating you to lovely vistas like this.*





It's like sandcastles, but without all that tedious building-'em-up getting in the way of the infinitely more enjoyable knocking-'em-down. Kick! Another meticulously-constructed castle is dashed into oblivion. Stomp! More sand structures disintegrate. Smash! Dwellings and defences are consigned to the ether in a whirlwind of destructive ferocity.

What's best: spending several hours carefully creating a baroque edifice, slaving brick by brick to fabricate your vision, or driving a massive great bulldozer down a street, levelling buildings left and right as bystanders flee for cover and lamp posts topple like skittles?

What's best: decorating a bathroom, or plumetting a two-tonne metal exoskeleton onto the roof of an office complex, shards of glass spinning glitteringly into the trees as the structure collapses in a haze of smoke and fire?

What's best: heart-warming romances or explosion-rich action movies?

What's best: slow and steady or boom and bust?

Breakfast

Blast Corps knows the answer to all these questions, and many more. It knows that, given the choice between a quiet life and a struggle against the odds, packed with fast cars and demolition-adept heavy machinery, most gamesplayers will weigh up the options for about a nanosecond before screaming "Take me to the explosions!". It turns your most mayhem-hungry dreams into shattering reality, thanks to an endless hit-parade of extraordinarily spectacular detonations.

Under the relentless sensory assault of *Blast Corps*, no home will remain standing, no outhouse unrazed, no skyscraper unlevelled.

You're going to love it.

And the concept, as with all the very best games, is headachingly simple.

A truck, laden with two defective nuclear missiles, is heading towards a safe detonation site. But its autopilot is taking the most direct route – through a succession of residential and industrial areas. The slightest collision will unleash atomic devastation. Your job, then, is to clear a path for the rogue cargo carrier, by demolishing everything in its way. The folk you de-house will have to fend for themselves – but at least that's better than waking up to a nuclear breakfast.

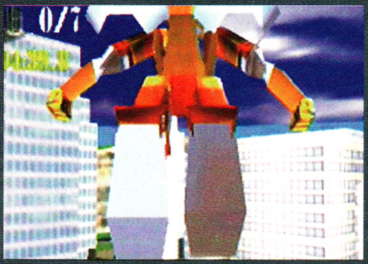
As the missile truck rumbles slowly across the landscape, you'll have a number of different vehicles of destruction at your disposal, and will often have to jump out of one, and hop into another, in order to clear every obstacle, and bridge every gap. The Skyfall buggy, for example, is fast, and good for getting to a crisis point at speed, but doesn't really pack a significant punch, demolition-wise. Once you've used it to remove an initial, urgent obstacle, you'll probably have to find a more heavy-duty tool to eradicate the larger structures further on.

Adrenaline

This flexible yet ever-compelling set-up offers a multitude of different challenges. One level, perhaps, might be a frantic smash-a-thon, requiring you simply to rampage the bulldozer through a built-up area as quickly as possible. The next might be a much more intricate affair, where you'd have to locate a second vehicle, move a train into position, or manoeuvre explosive crates. At the same time, however, even the most complicated sections are still undertaken against the unstoppable adrenaline pump of the oncoming missiles.

Blast Corps is a mission-based game. As you complete each level successfully, new missions become available, and bonus challenge levels open up if you fulfil certain secondary objectives. And this is where an even greater degree of flexible fun emerges. Merely getting the nuclear juggernaut to the church on time is, it turns out, only part of the story.

Each area can be re-visited after a successful mission, and explored at your leisure; it's then that you'll be able to concentrate on more thoroughly conquering its challenges, and properly discovering its secrets. This impeccably clever and alluring structure contributes more than anything else to the high esteem in which you will undoubtedly hold your copy of *Blast Corps*.



△ *J-Bomb zooms spectacularly over a collection of high-rises, blocks of flats about to become significantly flatter than they were before.*



△ *Backlash careers reverse-wards through another building. After a very, very long time, you almost get to understand how it works. Almost.*



WHAT OF THE PAL VERSION?

You might imagine that we've used the PAL version of *Blast Corps* for our review, as we did with *Mario Kart 64* last month. Not so, however. Just as things were really going well with the review, THE Games, the distributors of Nintendo things in the UK, remembered to tell us that *Blast Corps*' UK release has been delayed. It won't now be out until late August or early September, and we won't be able to play a PAL version until then. We've gone ahead regardless, using the American version, so you'll have everything you need to get the most out of it the minute it's released.

And as soon as we get our hands on a PAL version we'll let you know what the conversion's like. Our guess, though, is that it ought to be perfectly good. *Blast Corps* comes from Rare, after all, who're based here in Britain, so understand the concerns of UK Nintendo fans – and made an excellent full-speed, full-screen job of *Killer Instinct Gold*.

SMART SWAPPING

Do remember that you're in no way required to use a particular vehicle just because it's put in your path. Sometimes, you can ignore a tempting ride or, more usually, scurry ahead to a more powerful vehicle clearly intended to be used later in the level, then rush back with it and carry on as if nothing had happened. In the Crystal Rift, for example, just jet Skyfall past all the early buildings, which are pretty difficult to destroy with the puny buggy, and you'll come across Ramdozer, which'll take care of them much more effectively.

Acquaintances

At first, you'll probably just bash through a couple of levels as quickly as possible, eager to experience all the different vehicles. After half an hour or so, though, your gamesplaying honour should re-assert itself, and you'll find yourself unable to progress without earning two gold medals on each mission: one for completing the challenge within a gold-standard time limit, the other for destroying every single building, freeing all the survivors, activating all the hidden communications satellites which open up bonus levels, *and* locating each one of the 'RDUs' – Radiation Dispersal Units, apparently – which light up as you pass over 'em and are used to show you a pathway, or tucked away in some hard-to-reach area purely to obstruct your perfect completion of the level.

It soon becomes apparent that *Blast Corps* has much more to offer, longevity-wise, than a typical mission-oriented game, since you will find yourself having to re-visit levels several times in order to complete the game properly. In addition, the against-the-clock nature of every challenge sets up a bunch of microsecond-shaving time-trials. Best times on every mission are saved to the Controller Pak, so I'm-The-Best hi-jinx ensue as you compete with your friends and acquaintances.

Thunderbirds

Many of the bonus levels, in particular, are designed to offer maximum replay value in this way; the racetrack sections, especially, where a wide selection of vehicles can be taken for a multi-lap spin around a twisty course. Combined with the immensely satisfying immediacy of the game, as its spectacular visuals, gripping premise and easy-to-pick-up controls make it instantly attractive to any casual player, and the medium-term thrills afforded by simply progressing through each of the levels, this long-term challenge turns *Blast Corps* into a most satisfyingly-constructed title.

There's much more to enjoy about *Blast Corps*, too, from the infinite variety of special effects, packed with colour and detail, to the inventive and varied level layouts. It's original, clever and undeniably great fun to play. Even the Thunderbirds-style International Rescue setting works well, setting up a neatly-realised half-future world where selective items of science fiction machinery are mixed with familar elements like cars, garages and boats.

But...

But. But, but, but.

It's *not* perfect. Not by a long, colourful, explosion-packed chalk.

Inevitably, perhaps, such a brilliant set-up, with so many great moments, makes you more sensitive to any missed opportunities – and there are plenty. There aren't enough puzzles, for example, to really hold up your too-rapid progress. And even the few that are scattered, somewhat haphazardly, throughout the levels, are insufficiently thorough in their exploitation of the features on offer.

Too often, *Blast Corps* settles for being merely irritating, and wilfully obstructive, when it should've been properly challenging. The unbelievably-excessive over-use of the Backlash truck is the most heinous of these crimes: consistently forcing you to use this least satisfying of demolition tools, rather than crafting more rigorously-engaging missions, is just lazy.

Also, when total precision is required to beat many of the levels, and especially as you try to undercut past times, the unreliable 'quirks' of some vehicles prove super-frustrating. Cyclone Suit is one of the prime offenders; it's impossible to line up its acrobatic tumbles with any consistent accuracy, thanks to a foreshortened viewpoint and some pad-smashing idiosyncracies. Sideswipe seems to impact only when it feels like it; Backlash's trajectories are even more whimsical.

What all this adds up to is an ever-so-slightly disappointing sense that the game hasn't been properly finished, that while it's so manifestly polished in many areas, development time was spent on neat tricks and dazzling effects at the expense of a final tightening of the gameplay screws.

And that's exacerbated by the fact that, for all its clever structuring, *Blast Corps* is still rather light on the longevity scales. Any half-competent player will reach the Moon in a few hours, and while getting all the gold medals, then re-completing all the missions, offers further challenge, repetition does breed contempt. The lack of any kind of simultaneous multi-player option seriously reduces the appeal of racing to beat past times, and there's certainly nothing like the same degree of replay value on offer as in, say, *Wave Race*.

But *Blast Corps* is still a fabulous game. Its originality and vigour is much to be praised, and the ever-accomplished Rare exhibit a virtuoso mastery of the N64's graphical potential. It is the glamorous and temperamental mistress to *Mario Kart*'s classically-beautiful and ever-welcoming home-maker: buy it, and you'll have a passionate affair, rather than a long-term relationship. But you'll have a great time while it lasts.

JON

8 VISUALS

The most extraordinary explosions ever seen in a computer game, and all the glitz you'd expect from developers Rare.

9 SOUNDS

Crash! Bang! Wallop! A fusillade of immensely satisfying effects vie for ear-space with a fine selection of tunes.

9 MASTERY

Matchless harnessing of N64 magic makes a game that's unimaginable on any other system.

6 LIFESPAN

Easy to race through, and the thrill of replaying the missions eventually fades.

VERDICT

Bold, brash and full of fire, *Blast Corps* is a blockbusting treat. Just great.

88%

IMPORT ARENA

From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.





△ *Well, we appear to have broken the lap record fairly comprehensively there.*



N64 MAGAZINE **WORLD EXCLUSIVE!**

MULTI CHAMP



'Multi Racing Championship', they're calling it, partly because of the variety of driving surfaces. Here's snow.



The red arrows invite you to throw the analogue stick sharply to one side and pray.

Thank goodness! The N64 gets its first rally game – and it's a blinder!

RACING IONSHIP

So far, the N64's third-party titles have been a distinctly mixed bag. We've had the superb *Turok* and *ISS64* from Acclaim and Konami, the pretty-good *Doom 64* from Midway, and then an awful lot of rubbish. *Mortal Kombat Trilogy*, NO. *FIFA 64*, NO. Three mah jong games, NO, NO, NO, NO, NO!

Multi Racing is an interesting prospect, though. On the plus side, it's the N64's first arcade driving game (*Human Grand Prix* was more of a simulation), and it's been programmed in Japan. Two good starts there, then. However, its designers, Genki, haven't exactly blazed a trail for themselves before now, and Human's programmers showed that the N64 isn't immune to scenic pop-up just because, well, just because it's the N64.

With *Top Gear Rally* and *Rev Limit* looming large in Genki's rear-view mirror, it was always going to be interesting to see if they could make the N64's first driving game the best. We'll only know for sure in a few months' time, but for now…

GO! GO!

Multi Racing Championship		
IMAGINEER		
Out now (Japan)	96M	1-2
September (UK)	Controller Pak back-up	On-cartridge back-up
¥7,900 (about £40)		

MULTI RACING CHAMPIONSHIP

PERFORMANCE	
Frame rate	30 fps
Top speed	≈ 250 kmh
Display	full-screen
TECHNICAL	
Cartridge size	96M
Internal save	times and secret cars
Memory pack	ghost recordings, car set-ups
Rumble Pak	compatible
SPECIFICATIONS	
Number of Tracks	3
Number of players	2
Play views	in-car/ behind-car
Play modes	4
Split-screen options	horizontal only
Opponent cars	9
Opponent cars in two-player mode	none
On-road car options	4
Off-road car options	4
Hidden cars	2
Hidden tracks	none
Mirror mode	available on completion
CONTROL	
Steering	joystick
Acceleration	A
Brake	B
Handbrake	N/A
SOUND	
Co-pilot speech	yes
Stereo set-up	adjustable
Background music	adjustable
COSTS	
Cartridge	¥7,900 (approx. £40)
OPTIONAL EXTRAS	
Extra pad (for two-player, and to save games with Rumble Pak)	£30
Memory pack	£20
Rumble Pak (approx. £7)	¥1,400
AVAILABILTY	
Japanese release date	18th July
Japanese publisher	Imagineer
UK release date	September
UK publisher	Ocean

ORDNANCE SURVEY

'Multi' Racing Championship, hmm? What's all that about? Well, you wouldn't choose a name so downright odd without having some special significance attached to it, would you? Or would you?

Well, no. The *'Multi'* in *Multi Racing* represents the multiple routes on all three of its courses. The basic idea is that there are some core sections of track which everyone has to go around, but branching from these are multiple alternative routes. So on an average racing lap the player has to make several decisions as to which way to go. There are two route alternatives on track one, four on track two and five on track three.

All fair enough so far. However, there's one final twist. Whenever there's a choice of routes to take, one route will be a faster on-road section and the other will be a shorter off-road section which will make things tougher by varying the conditions and the track surface. The idea is that the route you take should be dictated by both your courage and the kind of car you're driving. Which brings us nicely onto…





Does garage rhyme with carriage or mirage?





There are eight cars initially available in *Multi Racing*, a good deal more than in most racing games. And there's a reason for that.

Four of your eight are normal common-or-garden Touring Car-style racers with a range of front-, rear- or four-wheel-drive options to choose from. The idea is that these cars are designed mainly for on-road racing, getting a bit confused, slow and muddy if you take them off-road.

The other four vehicles are a motley bunch of off-road racers. They're of mixed parentage – a big-wheeled jeep and a bouncy sandbuggy are two examples – and it's these fellas you're supposed to turn to if you fancy a bit of "Let's off-road!" action.

But in real life, of course, racing success always starts in the pits, and *Multi Racing* is no different…







Michelin man

The options to fiddle with and generally adjust your car are about as full in *Multi Racing* as in any racer outside the Formula 1 simulations. In your team garage you can opt to make adjustments in eight different areas, selecting different tyres for varying weather conditions, altering suspension set-ups to suit your intended racing route, and re-arranging your gear ratios to affect top speed and traction. There's even the chance to change the angle of your rear wing spoiler, altering the amount of downforce your car generates in fast straights.

The best thing about all this, though, is that customising actually works, especially with the straight racing cars – a little deft adjustment to these can make them much more friendly to the (shorter) off-road routes. And once you've honed your ideal set-up you can save it onto a memory card and set off to annoy friends with your all-conquering invi-car. Hurrah.







We, for one, do like to be beside the seaside. Oh yes.





△ The spectators are big enough to lift you bodily out of ditches.

The 'position' in the top-left highlights Tim's complete lack of driving skill.



SHORTCUT



△ This hairpin bend foxes you at first, but you soon get to know its layout.







Track 1: SEASIDE

Difficulty: EASY

The first track in *Multi Racing* is little more than a gentle vroom around a sunny seaside town. There are two off-road branches which cut a little distance off the on-road sections, but the trickiest corner is reserved for the end of a race, with a nasty double apex leading out of the tunnel.



△ Just a tiny turn into this bumpy back alley to cut almost ten seconds off your time.

SHORTCUT



△ "Echo!" "(Echo.)" Tunnels are great, especially this long one.





△ Still only tenth place. But it's tricky when you're trying to do pictures.



△ Jings. The cars handle superbly through the snow, if rather skiddily.

SHORT CUT



◁ Obviously the best car, this one.

SHORTCUT



△ The snowy shortcut in the mountain section is wonderfully tricky.

START/FINISH

Track 2: MOUNTAIN

Difficulty: MEDIUM

The second of *Multi Racing's* tracks is a considerable step up from the first, boasting four off-road sections, some devillishly difficult road conditions and a few testing corners. The hardest driving is reserved for the off-road areas, but they do offer considerable race distance savings.



SHORTCUT



△ The Rumble Pak feels Bernard Matthews-like bootiful on bumps.

SHORTCUT



△ Blatantly the best car for blatantly the best thought-out track.



△ Excellent! Up into ninth, and Mr Eighth is square in our sights. Coming through!

Follow that car! Er, which one? Which one? Curse this multiple routing... ▷



SHORTCUT



This long old trek through the shortcut tunnel is cunningly laid out with a track...



...which swings from left to right at will and then finishes off with a top-speed-friendly last straight.



Take a look at those spectators. They're huge!



Here's the special Ocean pick-up in action.

SHORTCUT



The Ocean truck can take to rough ground well but lacks the speed of the rally cars.

START/FINISH

Track 3: DOWN TOWN

Difficulty: HARD

The strangest and hardest of the three tracks, Down Town takes us through odd, almost European villages, curious city settings and unpredictable underground – yet, perversely, off-road – subterranean tunnels. The raceway is at its narrowest on this track, and there's a hidden shortcut to look out for as well.



SECRET





Cut through the fence and into the waterfall. Sneaky stuff.





Come on, up into ninth. Just for once, eh?



SHORTCUT

After battling in the farmhouse, try this tunnel for size.



SHORTCUT



And then into the dangers of this hard rock face.

GO! GO!

WITHOUT STRUCTURE – CHAOS

When you first switch on *Multi Racing*, there are four modes of play available. Vs Race is the two-player split screen affair, Time Trial is a ghost-moded chase for the best lap times, and Free Run is the unrestricted practice mode. But it's Championship mode that'll concern you first of all.

Championship races take place during the day on any of the three tracks. As ever, you start from the back of the grid with nine computer-controlled cars ahead of you. Battle you way to the front over three laps and you'll win yourself a gold cup and a tasty finishing sequence.

Once you've won gold medals on all the championships, an extra mode opens up in the main menu. Match Mode is your chance to race against one of the game's hidden cars. These races take place at night (making things a lot trickier), with just you and the phantom car for company. Once you've beaten him on all three tracks, you get to repeat the process with the second of the game's hidden cars.

When both Match cars are beaten, they become available in the pit garage for use in the Time Trial and Championship modes. Your other reward for completing the Match mode is the opportunity to race on mirror versions of all three tracks.









△ Look. This is how brilliant we are. Aren't we great? The very best, we reckon. Superb.

◁ Especially after being in tenth place nearly all the way round. Quite a comeback.

MEN AT WORK
Hidden away in the menus, and almost completely unheralded, is the Close Road option. On each of the three tracks, this feature allows you to customise the tracks by selectively closing off the alternative routes. You could use the feature to make races all on-road or, alternatively, maximise the off-road bits. You can mix and match off-road and on-road sections, and with four branches in the Medium and Hard tracks there's enormous variety in the set-ups which are possible.

It's odd that the Road Block feature isn't more fully used in the game proper. It would've been great to have been able to save different set-ups to memory along with best race and lap times. On the pre-production cart **N64** got for review this wasn't possible, and seemed a bit of a missed opportunity. However, the Close Road option does single-handedly increase the lifespan of the game significantly.



△ We're just the greatest. And take a look at the spotlights on that.





△ Hooray! We're up into fifth at last! See? Told you we're great.

▽ The 3D representations of the courses are enchanting. Cherish them.





△ Tip: If you buy a car, never specify it in a shade of yellowy green. People will laugh.

Multi Racing Championship is an excellent game. It fills a worrying gap in the N64's library – the driving game – and scorchingly underlines how badly wrong *Cruis'n USA* really went. In terms of driving feel, it'll be difficult for future games to steal *Multi Racing's* as-yet-unchallenged racing crown.

The best aspect of the game is undoubtedly its use of the analogue stick. Of course, console games up until now have had to rely on digital taps left and right to simulate the real-life precision movements of a racing car's steering wheel. However, just because the N64 allows analogue control, it doesn't automatically mean that game designers will be able to use it effectively. *Cruis'n's* Eugene Jarvis couldn't, after all.

Heightening

When you're racing, gentle movements on the control stick produce satisfyingly subtle body swerves on the car. Paths through gentle left-right combinations can be cut with only the slightest of nudges and the minimum of speed loss. On the other hand, approach a sharp corner at speed, dab the brake and heave hard on the analogue stick, and you'll find your car capable of the most impressive spot-turning, the screech of angry rubber heightening the excitement and sense of achievement. Without a shadow of a doubt, there's a genuine satisfaction to be had from driving a clean lap of *Multi Racing*.

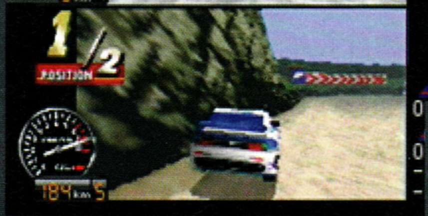
Although car handling is one of the





△ See? First and second place! We're great! We're... (What was that...?)

Oh. Er, this is the two-player mode, in which there are only two cars. ▽



BATTLE!

The two-player split-screen mode works well. Although Genki (the game's Japanese developers) have had to introduce some fairly severe side borders (under the guise of speedometers), there's still a pretty good view of the track ahead, and the game licks along with no feeling of slowdown. There's the option to handicap faster players, and, while the two-player mode isn't as much fun as ***Mario Kart 64's*** (without computer players), it's still an enjoyable addition to the game. It'll be interesting to see if the N64's other two up-coming racers, ***Rev Limit*** and ***Top Gear Rally,*** manage one, eh readers?



△ Player 1's slipped into second place...

...and cunning use of a shortcut fails to help him. ▷









◁ Oh dear. It's really not Player 1's day. He's almost certainly Tim.

game's most outstanding features, it's not the only reason you'll enjoy *Multi Racing*. The three tracks available may not boast the same total design brilliance as *Sega Rally* – perhaps still the finest driving game available on any system – but each of the three offer more than enough honest racing challenge to keep you interested. Increased difficulty comes from using difficult combinations of corners and a sudden narrowing of the track, rather than simply making things tighter, chucking in obstacles or reducing the race's top speed. On *Multi Racing*'s hardest track it's still possible to lap at more-or-less constantly break-neck speed, but only when you've become an experienced driver.

Well-behaved

With its three game views – two from behind the car and one inside – *Multi Racing* also gives the feeling of speed that *Cruis'n USA* so singularly failed to offer. What Genki have realised is that's it's not just a case of moving scenery past the player's point of view as quickly as possible; the way the car behaves at different speeds also has a lot to do with it, too. Between 0 and 180 kmh your racer is as well-behaved as a road car. Faster, however, your grip on the track starts to feel more tenuous and the car starts to twitch and wobble as if it's driving on the very edge of control. Which of course it should be. Get over-enthusiastic with your steering at this stage and, just as in real life, it's disaster time. Plugging in a Rumble Pak further heightens the sense of seat-gripping, high-speed tension.

Bearing all this in mind, you might be wondering why *Multi Racing* isn't nudging more firmly into Star Game territory. Unfortunately, there are two important problems with the game.

Firstly, although the tracks have lots of beautiful background detail and the cars are as convincing as any ever seen, the whole game just doesn't run at the kind of resolution we've come to expect from top-



notch N64 titles. There's none of the sparkle of *Blast Corps* or the crispness of *Mario Kart*, and while there's none of the irritating fogging which can ruin 3D games, *Multi Racing* still gives the impression that you're viewing it through dirty glasses.

Even more important than this, though, are some fairly basic flaws in the game's structure itself. It's criminally easy, for a kick off. The game arrived in the **N64** office at 11am and by 4.30 (with an hour off for lunch) it was finished. Not good. No one really expects racing games to have superb longevity when you're up against computer players, but when it's a matter of hours, you know something's gone seriously wrong. Another problem is that, despite setting up excellent multiple routes, the designers don't seem to have taken full advantage of them. Why not have the same track set up in different ways and run Championships on them all, for instance? As it is, the Road Block feature is left unexploited as a Time Trial option. The 'multi racing' idea is a good one, heck yes. It just somehow doesn't seem to have been fully realised.

Fun

Of course, difficulty problems could well be addressed by Ocean for the game's UK release – after all, the Japanese are famed for preferring their games rather on the easy side. And with people across the nation complaining that *Mario Kart* is 'finishable' far too quickly as well, it's definitely something they should look into. It seems that, even though the fun with most car games always lies with time trialling and ghost moding, UK gamers still like a tough race against the computer.

Multi Racing is, by and large, a fine game. It's easily the best straight racing game on the N64 and could continue to be even when *Rev Limit* and *Top Gear Rally* arrive in a few months' time. What changes are made for its UK release remain to be seen, as does the quality of its PAL conversion. Fingers crossed, then...

JAMES

7 VISUALS

Fast and smooth, with an excellent feeling of speed. But resolution disappointing in the light of *Mario Kart*.

8 SOUNDS

Lots of co-pilot speech and some fine tyre howls. Engines sound like bees, unfortunately.

7 MASTERY

Shows what can be achieved with the N64 controller. Looks disturbingly similar in places to some PlayStation racers, though.

7 LIFESPAN

Criminal in computer competition but greatly extended by the ghost and two-player modes.

VERDICT

Multi Racing **verges on the brilliant, but is ultimately let down by its walk-over computer opposition and slightly blurred graphics. Lots and lots of fun nevertheless, though.**

81%

TO BE CONTINUED... We'll review the UK *Multi Racing* upon its release here in September.





◁ Oh. Is that the time already?

This large group of Ettin would be better attacked from the safety of the top of the stairs. Should've thought of that earlier, really. ▷



◁ It's possible he just wants to be friends. Unlikely, though.

HEXEN

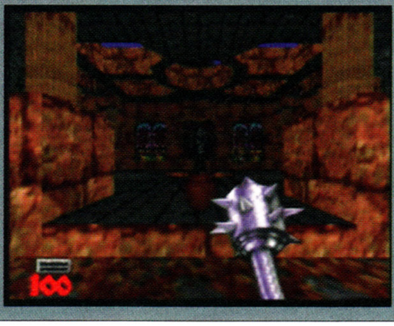
It's just you against loads of monsters again. But this time you're wearing shoulder pads. Or a cloak. Or, indeed, a dress.

Hexen		
MIDWAY		
Out now (US)	64M	1-4
Autumn (UK)	Controller Pak back-up	~~On-cartridge back-up~~
$80 (Approx £50)		

By the hand through Stage 1

Join Parias the Cleric as he beats his way through Winnowing Hall, *Hexen*'s first stage. (But bear in mind that Stage 1 is considerably shorter than *Hexen*'s other five stages, and you don't get any decent weapons on it.)

1. The game begins in a windswept courtyard. Brr. ▷





△ *2. Stepping forward, Parias is immediately assailed by a couple of two-headed Ettin. He kills them instantly.*

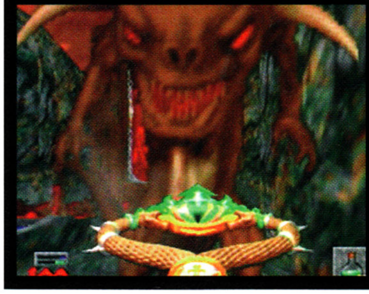


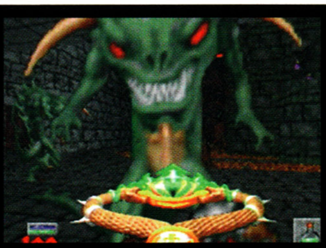
△ *3. Stained glass windows can be smashed and plundered for life-giving blue test-tubes.*



△ *4. The door ahead of him is unlocked, and can be opened with a press of the jump button.*

Could it be that he just wants to ask directions to the post office? Dare you hold off and find out?

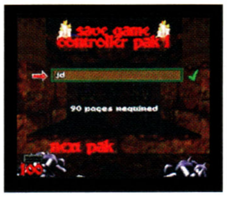




And this chap obviously wants to sell you a copy of The Big Issue. Or does he?

The voice-accompanied textual interludes made everyone else on **N64** laugh, for some reason.





SAVE ME!
You'll need a Controller Pak if you want to save your position in *Hexen* (which you will), as it doesn't have any on-cart back-up. But be warned: just one save takes up 90 pages out of the 123 available on a standard Nintendo Controller Pak, so unless you've got a bigger, third-party pack, you'll have to keep saving over the top of previous saves. Bah.



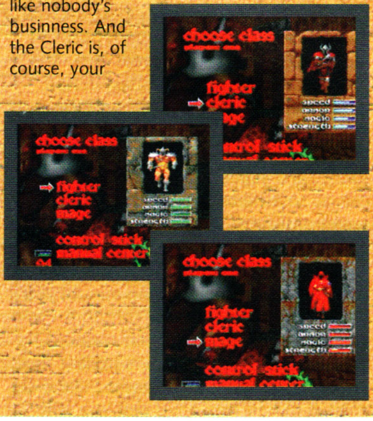
STEP BACK!
The Warrior and the Cleric start off having to battle characters hand-to-hand. This is much easier if you adopt a backing-away technique, keeping monsters at a safe distance while exploiting your greater reach to beat them up.

TOP 3 GREAT HEXEN IDEAS

When Raven were originally designing *Hexen* for the PC they had a good think about *Doom* games, fantasy settings and, well, things generally, and came up with a game that really does stand out from the 3D shooter crowd. Here're their three best brainwaves:

1. HAVING DIFFERENT CHARACTERS

Normally in a *Doom* game you're given a sweaty, muscley bloke with a headband, and no further say in the matter. *Hexen*, however, offers a choice of Warrior, Cleric or Mage. The Warrior can withstand loads of abuse from monsters, runs like the wind and doesn't use up much Mana (see 'The Weapons'), but his weapons only work at close range. The dress-wearing Mage, meanwhile, can attack from a distance – even using his basic Sapphire Wand – but is rather slow and weedy and gets through Mana like nobody's business. And the Cleric is, of course, your all-rounder, average in all categories. The best thing about all this vocation-differentiation, though, is that all three characters each have four completely different weapons, making your choice affect how the game plays to considerable effect. (We, unremarkably, tend to plump for the Cleric – mainly because of his fantastic Wraithverge weapon and almost-as-exciting burning hands.)





2. THE WEAPONS

Doom games traditionally leave increasingly powerful weapons lying in convenient spots, each of which need to be kept stocked up with the appropriate variety of ammo. The game can then be made tougher by withholding ammo for the really good weapons. *Hexen* leaves weapons lying around in a simiar fashion, but rather than ammo they're fuelled by Mana. There's Blue Mana, which is relatively common and powers the second-from-bottom weapon, then there's the rather scarcer Green Mana, which powers the second-from-top weapon. And the most powerful weapon (a flaming sword for the Warrior, a ghost-firing crucifix for the Cleric and a fireball-launching staff for the Mage) requires enormous quanitites of both Manas, and is therefore best saved for emergencies. It's an excellent system. There are some great spells, too, like Dark Servant, which invokes a sort of Minotaur character who chases round after monsters, and Wings of Wrath, which lets you fly.

3. THE MEDIEVAL SETTING

Most 3D shooters are set in a nondescript futuristic world of ray guns and control panels, and you tend to get blind to it all fairly quickly. *Hexen*, though, plumps for a fresh (for 3D shooters, at least) fantasy-RPG-magical-medieval look. The monsters really are monsters, some with two heads, some who look like dragons, and some who glide around slowly, looking like hovering scarecrows, engulfing you in green flame from above. And the levels are made from ancient stone walls, wooden doors and rafters, stained glass windows, stunted trees (which you can set fire to) and putrid swamps. Of this we approve.





5. Gosh. There's a red flame in the middle of the room beyond, but it seems to be caged off. Parias investigates...



6. ...and it's a trap! A hidden switch in the floor releases more Ettin from the surrounding pillars.

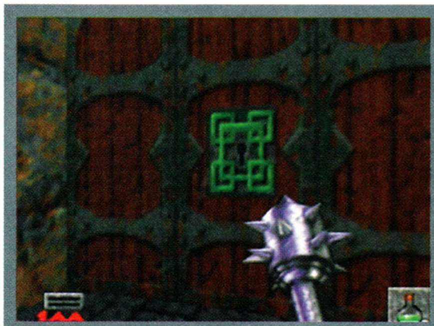


7. Luckily, though, there are some green flasks lying around which can be used to create monster-unfriendly clouds of green gas.

8. Smashing a window at the side of the room reveals a secret passage.



GO! GO!



14. ...and all the way back in the courtyard where we started there's a green door.



15. Behind the green door there's a switch which, when pulled, opens another door leading to some steps.



16. Up the steps, across the battlements and there's... another switch.



17. This opens another door back the way we came, behind which is – aarrghh – the biggest horde of baddies yet.



13. Pulling a switch causes the column in the centre of the room to drop down and reveal a green key...



12. And as Parias steps into the room, walls slide away and more Ettin appear. Argh!



11. Behind the door there's an Ettin, inevitably.



10. The switch opens a series of heavy doors with another portal at the end.



9. There's a locked door beyond it – but a switch too!

DON'T DO IT!



Cheats can make some games more fun, but they completely ruin *Hexen*, destroying its careful balance of puzzles, monsters and power-ups. Quite why they've included them, we don't know. We print them here, though, because it is our duty to pass on any N64-related information we come across. However, we do implore you not to use them.

All cheats are entered by pressing the yellow C buttons. You'll need to enter them very quickly, not pausing or anything, or they won't work.

Cheat menu
To activate the cheat menu, pause the game by pressing Start and then press Top C, Bottom C, Left C, Right C. A fifth option – CHEAT – will appear at the bottom of the menu.

To activate each cheat, select the CHEAT option and then press the C buttons as follows:

God Mode
Left C, Right C, Bottom C

Visit
Left C, Left C, Right C, Right C, Bottom C, Top C

Butcher
Bottom C, Top C, Left C, Left C

Health
Left C, Top C, Bottom C, Bottom C

Collect
This is a sub-menu within the main Cheat menu. You can enter the codes for it anywhere, though.

All Keys
Bottom C, Top C, Left C, Right C

All Artifacts
Top C, Right C, Bottom C, Top C

All Weapons
Right C, Top C, Bottom C, Bottom C

HEXEN AND DOOM 64: HOW THEY ARE RELATED

Most 3D first-person shoot-'em-ups get pigeon-holed as *Doom* clones, but *Hexen* does actually have genetic material in common with the old '*D*'. Here's how it works:

DOOM (PC)
Written and published by Id Software

HERETIC (PC)
Written by Raven, based very closely on Id's *Doom* engine, and published by Id.

HEXEN (PC)
The sequel to *Heretic*, again written by Raven using the same *Doom*-based engine.

HEXEN (N64)
Converted from *Hexen* (PC) by Software Creations using Raven's original designs and code, and published by Id Software.

DOOM 2 (PC)
Written and published by Id Software using a slightly advanced version of the *Doom* engine.

DOOM 64 (N64)
Written and published by Midway. Based on *Doom* and *Doom 2*, but with all-new levels.

Ah yes. *Hexen*. The first time I played this was a couple of years ago, on the PC. And it was essentially great – a medieval, magical alternative to *Doom* with a scary monster around every bend, some magnificent weapons (including one that sent a load of screaming banshees swarming around the room tearing baddies into bloody shreds) and intricate architecture. And you could look up and down.

Hexen made as many enemies as friends, however, thanks to its 'ingenious' 'hub-based' level design. The idea here is that, rather than using the linear approach taken by *Doom*'s levels, with you progressing from one area to the next in a straightforward sequence, *Hexen* constructs its levels as groups of sub-levels radiating out from central 'hubs'. As you complete a puzzle in one sub-level, a previously-locked door will open in another already-visited sub-level, so back you go across the hub to see what lies past it. It sounded like a good idea, but in practice led to much-too-much aimless wandering around the same areas.

Hexen on the N64, then, is basically *Hexen* on the PC. You've got three differently-abled characters to choose from – still a great idea – and each have four different weapons – another great idea – along with a range of imaginative spells to deal with particularly stubborn packs of monsters... yet another great idea. The setting's distinctive and fantasy-based, which makes a nice change, and the emphasis is very much on medieval architecture: churches, swamps, blasted forests and stained-glass windows (which can be smashed to reveal power-ups and secret passages). That's nice too.

There's enormous variety from level to level, not just in the scenery but in the way rooms are constructed. One minute you'll be creeping along narrow corridors, the next you'll be perched atop a cliff overlooking a giant swamp, with monsters hurling fireballs at you from the rocks opposite. There are chapels in which baddies pelt you with fire from balconies high in the walls, a wooden shack on an island in the middle of a misty lake, and a great bit where you're in a dungeon that's absolutely heaving with monsters – far more than you can take on at once – and you've got to scurry around the edge with your back to the wall, trying to keep them all in a single group while picking off the ones at the edges with your limited supply of ammo and hoping they don't overwhelm you. Phew.

The way the weapons and spells work is excellent, too. Rather than each one having its own unique supply of ammo, they're all



△ *18. With them out of the way, Parias steps out into the second courtyard to find a mysterious tower.*



△ *19. It looks climbable, but the door at the bottom is locked.*



△ *20. But what's this? A cave!*



△ *21. This'll doubtless be the key we're after.*

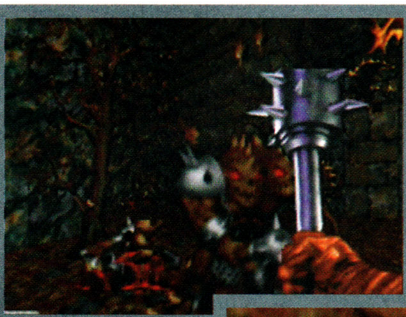


△ *22. Back to the tower, avoiding a booby trap triggered by grabbing the key, and up the stairs.*

23. Right at the top there's a mighty bell, which Parias wallops with his club. ▽

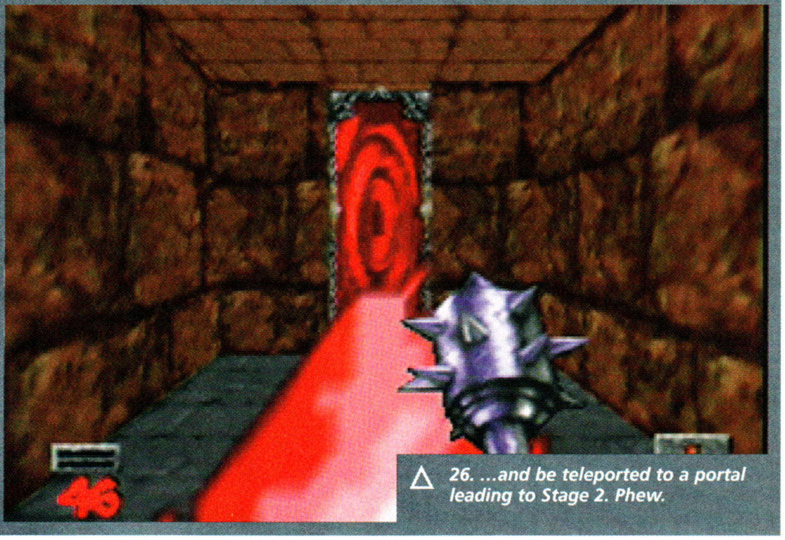


24. Back at the start, all hell has broken loose. Well, a couple of Ettin and a flaming bird. ▷



25. But, look: the cage surrounding the red flame has vanished, and Parias is able to step into it… ▽





△ *26. …and be teleported to a portal leading to Stage 2. Phew.*

fuelled by blue and green Mana, with the most powerful requiring enormous quantities of both colours – but mincing whole roomfuls of monsters as compensation. And Mana is, naturally, scarce, tending to run out just as you're approaching the largest of monsters, which then has to be battered with a useless club or something. Then you've got flasks, which act as Middle-Ages equivalents of grenades and mines, and a variety of special spells hidden away too, all adding up to quite an arsenal.

And it must be said that any game with a weapon called the Mace of Contrition has got to be pretty good.

But what seemed incredibly atmospheric and frightening on the PC two years ago – leaves blowing about in the wind; rivers of lava; distant screams, slavering two-headed beasts leaping out from behind trees – looks like a badly-tiled bathroom on the N64 today. We've played *Shadows of the Empire* and *Turok*, and are unconvinced by blocky sprites which look worse and worse the closer they get. No discernable effort has been made to bring *Hexen* up to date: it really is just the PC version – but in a cart. We're big fans of Britain-based Software Creations, who did the N64 conversion work, but they've been treading water with this one. It doesn't even look like it's running on a particularly powerful PC, for heaven's sake.

Oh! Except there's the new multi-player-on-one-screen mode to replace the previous network link-up. Or 'modes', in fact – *Hexen* provides an admirable wealth of ways in which a chum can be involved, including various permuations of split-screen deathmatches, and a co-operative game too. The latter's a nice thought, but seems rather redundant as the monsters are easy enough to dispatch on your own if you're careful, and it only takes one person to flip a switch. So the deathmatch is your best bet, and provides plenty of opportunity to try out *Hexen*'s spells and weapons, letting you teleport opponents around, turn them into pigs and envelop them in a sea of flame. But even then, *Hexen*'s levels were never really designed with deathmatches in mind – there are no specially-designed deathmatch areas – and the dark, blocky graphics make it terribly hard to see what's going on when events are reduced to quarter-screen size.

Hexen's a solid enough game. If you can forgive it its ill-conceived level design, which could have you trudging around a vast, empty level for anything up to three weeks trying to work out what the last switch you pulled actually did, it'll provide plenty of monster-clobbering and dungeon-exploring value for your money. And it's a welcome change from the big blokes and bigger guns which usually inhabit 3D shoot-'em-ups. Even with its pools of red-hot lava and burning-hand weapons, though, there's no way it's going to set the world of N64 on fire.

Oh, and if you've got a PC lying around somewhere, buy the PC version of *Hexen* instead for half the price.

JONATHAN

5 VISUALS

Prehistoric by N64 standards, but interestingly varied

7 SOUNDS

Decibels of spooky background effects. The music's best turned off, though

3 MASTERY

Aside from the split-screen mode, this is a two-year-old PC game

8 LIFESPAN

As long as you don't give up in frustration, this'll take ages to battle through

VERDICT

Ropey-looking and sometimes overly time-consuming, but plenty of medieval action and some nice touches.

69%

TO BE CONTINUED… We'll review the PAL *Hexen* when it appears in the autumn.

GO GO!! TROUBLE



N64 MAGAZINE STAR GAME



MAKERS

An irresistible title. Even – ech – with the exclamation marks

level 1 THE VILLAGE

Egad! The Professor has been incompetently kidnapped. Enter a tiny no-face person in agitation. He beckons Marina to attend some old bloke in his village.



Go Go!! Troublemakers		
ENIX		
Out now	64M	1
TBA	~~Controller Pak back-up~~	On-cartridge back-up
¥8,900 (Approx £45)		



△ Properly, you are permitted to practise your skills among these simple people of the land. Lobbing time-bombs, for instance. Red blocks, it seems, are the only blow-uppable ones.



△ A spot of hurling a passer-by to clear a path. Better than a 'proper' weapon certainly – he's indestructible.





◁ Chappy's entrance as a giant robot made of blocks. Ride on his lumpy head.

The first mini-boss, a worm, worries at a humble farmer. Pitch him to safety then 'terrible bounce' the wily string-beast. ▷





△ Try flying. The balloon indicates that fellow can be spoken to as well as humorously ricochetted.

Eventually, clues lead to a fort. A volcano erupts to hamper your ingress. ▷

◁ Gripping then spinning off the floating face switches (D-pad plus B) is vitally important.



EDWARD MUNCH
Almost everyone in the game except you has the features of the chap in The Scream, the famously bothersome painting by Edward Munch. We do not know why this is so.



GO! GO! ▷

A PUZZLING OPTIONS SCREEN
Rather meanly, you are given only two save slots. When you come to delete one to start afresh, however, you will likely be baffled. It took us a good hour to work out how to do it. We pass this information on freely so you, our readers, may benefit.

Select the star at the bottom and highlight the player you want to delete. You will be asked three questions. Taking the default answer as "Yes," reply, "Yes," "Yes" and "No." You may now enter your name (use L and R to change alphabets) and (what can only be) your sex and age. Sadly, despite the rumours, there is no two-player mode. Nor can you choose to be Chappy – it transpires you play him automatically for a level or two when a plot twist renders Marina unequal to carrying on.

level 2 FLAME

You breach the fort, which is seemingly inside the volcano. Your keen robotic housemaid senses indicate the Professor is nearby. You press on courageously.





Fireballs snake familiarly around the platforms. All rumbles ominously.

A Sticky Ninja-like bit where you hit switches to rotate the screen.





The first boss proper, who wolfs down the Prof and boxes you for him. Catch his fist and re-aim the blow with the D-pad. The lizard bloke heals his charge, but is an easy source of red diamonds so may be toyed with. A final haymaker and victory is yours. The end.



Horribly, the attractively-tiled platforms sink beneath your weight. Jump frequently, repelling attacks with flung captives.

After escaping the entire level collapsing in flames (possibly pausing to carry out the hapless engineers) you find your way blocked by a giant wasp. Or perhaps a bee.



level 3 SNOW

A few days later, you notice the Professor had been substituted after his brief ingestion for a snowman with a false head. Chittering with rage, you dash out.





Another new skill – catch items in the pot and mix them to get new ones. Four firecrackers make a bomb, for example.

Surf on an unstoppable rocket. The tricky bit is leaping off temporarily to seize power-ups.





A relaxingly unthreatening mini-boss. The pacing is spot-on.

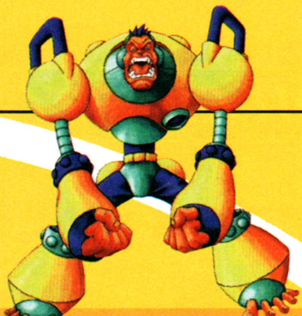
A border dispute is resolved with a School Sports Day. Novelty events like mathsball and the pot scramble are fun. The finger-wrecking races are not. The boss is a cat.





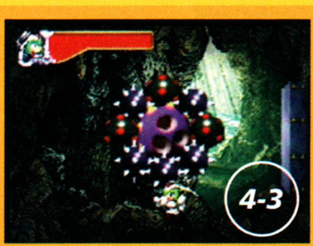
His gun-toting attack foiled, Wolfbloke pounces in his full, incredible multi-part form. A manga-y 600mph mid-air fight ensues as he spills from his car and it turns into a razor-legged horse. But with the help of the repentant Sports Day Cat, you triumph to quiz him closely.





level 4 UNDERGROUND

Wolfbloke squealingly directs you to his cohort, Hardbloke. Accordingly, therefore, you must penetrate his sedimentary lair.



4-3

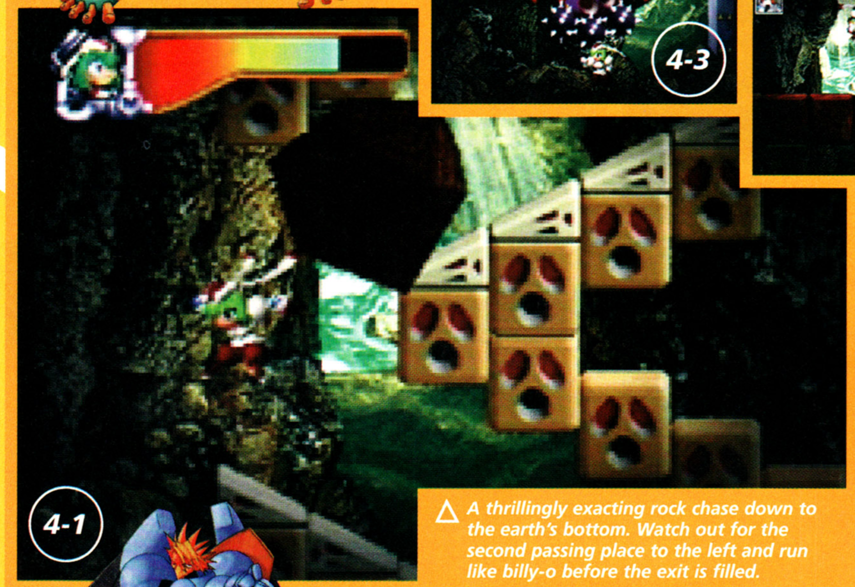
◁ *At this point you have to free six possessed good guys by beating them up. Here, spikes replace grabbed bombs, promoting accurate coordination. Let the fellow come to you.*



4-5

◁ *In an interlude, you become Chappy racing to save Marina. Apply your shattering uppercut to The Sinister Pipe's henchwoman.*

▽ *Once more the level climaxes with an incredible multi-stage boss. Hardbloke can be speedily dismayed by directing his half-screen-blast cannon to fire straight up. But – oh no! – he's turned into – Aaarghh!*



4-1

△ *A thrillingly exacting rock chase down to the earth's bottom. Watch out for the second passing place to the left and run like billy-o before the exit is filled.*

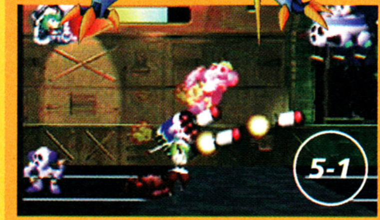


4-11



level 5 SINISTER

Snivellingly, Hardbloke plots a map to The Sinister Pipe's secret base. Once knight errant Lancebloke is crumpled, a final showdown will surely follow.



5-1

△ *A long, rechargerless road battle to please gun fans. Rockets are best.*



5-3

◁ *As had the cat, the bee – or possibly wasp – turns upon its villainous wranglers. A favourable omen.*

▽ *The best puzzle in the game. You'll kick yourself.*



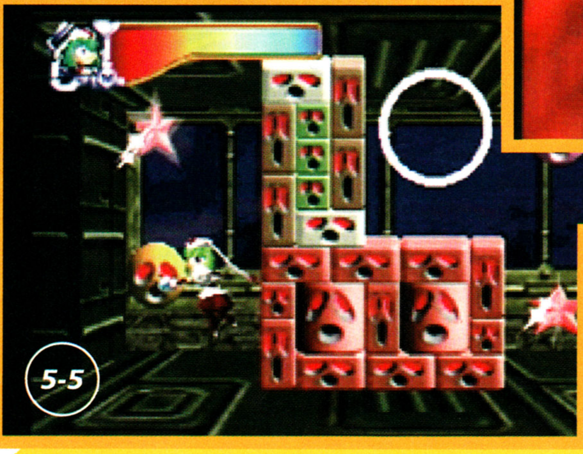
5-6

△ *A rare strike for justice in the sheer hell that is Lancebloke's multi-part scene. The out-of-the-screen bit is ripping.*



5-2

△ *A cameo from the original incompetent kidnapper, who clearly reckoned without the selflessness of an ostrich.*



5-5



◁ *To reveal the final boss would be caddish. But he (she? It?) is just behind you. In the shadows. Moving fast.*

PLOT DEVICE

While everyone knows the story is precipitated by that clan of tiny no-face people known as the troublemakers kidnapping Professor Ganbei Gonbei, what happens from then on is open to interpretation. For game purposes the story is eminently followable, with important clues helpfully illustrated (talk of, say, a race is accompanied by a picture of an arrow pointing right and the number two – thus, you deduce rhythmically tapping right twice engenders success), but as to the details, I frankly haven't the foggiest. Why, for example, did the tiny no-face people split into troublemakers and weedy good guys? And why *is* Chappy so wretched all the time?

I can only suggest that you make up your own plot. I did. It's a really good one too, explaining things like why the troublemakers blub if you hit them, the importance of the Professor to the forces of evil (or ARE they? Etc) and why the floating switch faces you pull tolerate such behaviour. But I expect it's totally wrong.

GO! GO! ▷

CHEATS
Wisely, there are no cheat codes in *Go Go!!* Troublemakers.

DIAMONDS HAVE THEIR USES
The common blue and rare green diamonds replenish your energy. Pleasingly, if you already have a full bar, you are awarded an extra life, to a maximum of three. It is with red and yellow diamonds, however, that the game elegantly demonstrates its friendliness.

By collecting red diamonds, upon defeat you may buy another go. You can freely revisit conquered levels (the diamonds will be replenished for you to gather them once more) and you could perhaps try at the same time to improve your mark. (Each screen ranks you A to D depending on the swiftness of its completion. Sweeping As will bring japery, we'll be bound.)

Throughout the game, completing particularly tough courses or manoeuvres is rewarded with a yellow diamond. Their use becomes apparent when you succeed – they each pay for one scene of the end sequence. This is a marvellous idea, the twists of the story's final chapter impelling you strongly to earn enough to see it all. My piffling 17 diamonds, for example, permit me to watch only to the point where Chappy harrowingly flees the victory celebrations in tears. How could this conceivably progress to a satisfactory conclusion? I am gripped.

GO GO!! MARINA

For the majority of the game, you are Marina, the Professor's robotic housemaid, much taken to dealing with his incorrigible lecherousness by punching him some miles into the sky. However, now he has been kidnapped and your duty is clear. Although your legs end in points rather than feet (not good for the linoleum, we'd imagine), you have as compensation a discreet jet-pack and powerful crushing grip. You'll notice the game doesn't use the analogue stick at all. The moves take a bit of getting used to – you'll certainly wish for the larger C-buttons of the old SNES pad – but the masterful fluidity possible makes it well worth your while.

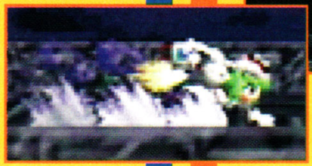
D-PAD *Moves you left and right, with a double-tap to dash. Down makes you duck, or look inside a potion pot. The pad also aims an object to be thrown. Hurling a lone monster straight downwards – the 'terrible bounce' – is often best, as if he survives, you can easily grab him again before he recovers from the dizzying stun. Otherwise, straight upwards for a juggle can gain valuable time, and looks funny.*



B *Grips any object within range, including monsters and allies. A second press drops the object, but you can also throw it (D-pad plus B again) or shake it (press down twice – this is how you rifle pockets, pull switches and, by repeating rapidly, combine ingredients in the potion pot). The violent wiggle (up twice) appears to be of no use.*

A *Jump. If you press down first, then you slide. Down and A twice makes you sliding jump – your fastest move by far.*

C-PAD *Steers your jetpack, though you need to be in the air to use it. (If on the ground, you'll super-dash, or roll if you press down-D first.) It's a burst rather than a jet, so you'll need to keep tapping. Pressing up-D and holding up-C makes you hover. Up-D and A then up-C at the apex gives a super-high jump, but the timing is tricky. Naturally, you can fly backwards.*



L and R *Open a conversation with people who carry speech bubbles and also speed up text. Speak with everyone you can, as clues are handily illustrated and anyway, certain objects won't appear otherwise, as with the first level's village elder's time-bomb.*





GO GO!! CHAPPY

Chappy's a bit of an enigma, helping out at some points (he's the giant robot of blocks near the beginning), running away at others and looking glum a lot. Perhaps The Sinister Pipe's tiny no-face henchwoman, whom he must punch up before she bombs the floor away, is an ex-girlfriend. Whatever, you get to 'be' Chappy when Marina is blasted with a ray-gun, and must find a special module to revive her. Troubledly.





D-PAD *Moves you left and right or puts you on guard if you press Down. Double-tap to dash, although Chappy's angsty portliness belies the term.*

B *Swings an incredibly heavy punch. Triple-tap for a super-powerful blow. Up plus B gives a jumping uppercut. If you hit a monster twice, they fall down and blub. Perhaps you could show mercy in your moment of triumph.*





A *Makes you jump. You can jump up to three times in one go. Also, press Down plus A for a sliding attack, or A then Up to hang from the ceiling, followed by Down to drop on an unwary foe.*

Astoundingly, *Go Go!! Troublemakers* has come in for some robust criticism from folk I shall collectively call Bill for being a (cough) 'retro' platform game. That it is perhaps the finest game from Treasure, the company who gave us the bottled wasp that was *Gunstar Heroes*, and that it brims over with excitement, spectacle and imagination, and has had people who've played thousands of video games come into the office on the weekend and take it in turns to try to beat a level so they'll be first to play the next new one, and is simply enormous fun and is called *Go Go!! Troublemakers* is seemingly irrelevant. At this Bill I can only tut reprovingly.

Tch.

Go Go!! Troublemakers is crammed with surprises. There's the bit, for instance, where you unwittingly teleport in at a moment of high drama and spark off an enormously amusing fist-fight between the two clans of tiny no-face people. (The villains wear hats, of course.) Or there's that level where you have to park a tricycle because it's snowing. Or the school sports day. Or the ghostbusting level where you desecrate a cemetery. Or, indeed, the fact you're unarmed and defend yourself by grabbing monsters and hurling them like pies – an extremely clever and subtle idea, as you can knock bombs back at attackers, snatch missile launchers from the shoulders of ungainly robots for a seconds-brief flurry of mayhem, juggle opponents until that larger monster swoops into range and generally mess about with the hugely flexible controls to develop a style recognisably your own.

Treasure are known, of course, for their wizardly imaginative design, and *Go Go!! Troublemakers'* joyous oddness is constantly delightful. Giant boxing dragons are reached via pitch-and-yaw towers, farmers are persecuted by huge earthworms, on-the-ropes frog princes confound by invoking weather gods, you're called upon to perform with trapeze acts and chase unruly tiny no-face children, and incredible multi-stage bosses test you terrifyingly as your best and most exhausting efforts just make them angry. But it's never unfair. You never have to make a leap of faith. The monsters always have a blind spot. It's tough, yes, but enticingly so, and the diamonds-for-credits and time trials are a fine incentive to replay earlier levels. (Though I'm doing it regardless. Especially the boxing dragon and race-collapsing-floors ones.)

If I had to compare *Go Go!! Troublemakers* with another N64 game, it'd be – really – *Starfox 64*. There's the same wealth of ideas: everything seems to be used once, then thrown away to inspire greater effort for the next level. There's the same immaculate pacing: a screen with maddeningly precise jumps or a taxing puzzle, for instance, will be followed by one where you escape from a thunderously gallumphing flying-bomb-throwing robot by riding an ostrich. There's the same absorbing atmosphere: the graphics are distinctive and full of character, while the story is followable and helps weave an (extremely) different group of levels into a coherent whole.

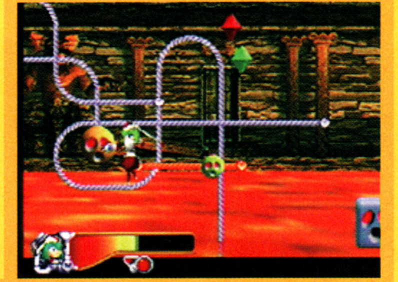
The special effects are exciting and unusual (the shifts in perspective and in-and-out zooming action for the boss scenes are particularly splendid, and the lights and explosions are wonderful). There's a similar pleasure in replaying the game. And there're even a couple of unnoticeably-introduced link sequences (with Marina exhorting you to "Go Go!!", naturally).

Go Go!! Troublemakers is a cracking game. It makes you work to learn it and handsomely pays back your investment of time. It's laugh-out-loud funny and play-all-day fun. I expect you to try it. And, yes, it is retro. Like *Starfox 64* is retro *Starfox*. You see, Bill? You understand? You pettifogging jobbernowl.

JONATHAN NASH



True players disdain the use of brakes on the monorail with a curling lip.







A sort of Wild West bit where the villain goes for his six-gun and you violently propel a nephew at him.



Take the fellow's rocket launcher for your own. Or gather him up and expel him bodily.



"Let us settle this with ludicrous sports. And some billiard-ball-throwing. Versus a cat."







ALIAS THE JESTER

Perceptive readers will have noticed the bosses in this review have logical yet highly unlikely names. The problem is, although they are indeed listed in the end-of-game credits as Baron, Stinger and Goriate (oddly, he whom we have called The Sinister Pipe is unmentioned), no identifying portraits are appended. Rather than risk looking such fools, then, we have supplied our own aliases. Tremblingly we hope the bosses will not take offence. They really are fearsome.



ACCESSIBILITY

The irrepressible incomprehensibleness adds to the charm immeasurably, but the clues are still work-outable. Phew.

7 VISUALS

Endearing characters, mantle-shattering detonations and beautiful lights.

7 SOUNDS

Skewedly enchanting music, meaty bangs and likeable spot vocals from Marina.

7 MASTERY

Designed not to do 2D, eh? (Though they've thrown 3D in as well.)

9 LIFESPAN

Lovably difficult, secret bits, time trials, episodic end sequence. And it'll take ages to be properly graceful.

VERDICT

A magnificently entertaining, epically silly game. Bless Treasure.

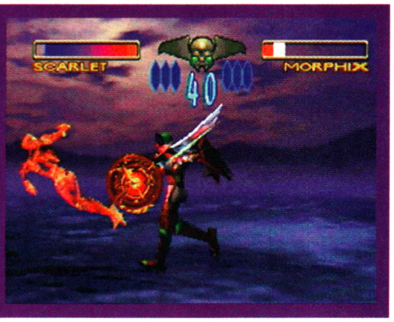
90%



"What the...? Sorry, didn't see you there. Isn't there a light switch around here?"



No bars hold: a throw prompts the energy meters to vanish for spinning camera activity.



DARK



Dark Rift		
VIC TOKAI		
US: Out now	64M	1/2
UK: TBA	~~Controller Pak back-up~~	On-cartridge back-up
$80 (about £50)		



△ "Payback time, you motherless apple-dealing earth-sucker! And I ain't so innocent now!" Eve challenges Demonica in the Garden of Eden. Look out for the sequel, Old Testament II: Abel's Revenge, coming soon.

△ There goes the neighbourhood: boss Sonork cuts a proud victory pose in a moment of energetic cinema.

Aaron blasts a, er, nasty thing. And, further across, make a giant jelly, let it melt, slide it just behind your opponent, then one quick push...











A modicum of light-sourcing in evidence as Gore smacks his downed combatant. That's the gnarliest of landscapes.

RIFT

Not, as it might sound, a ludicrous thrash band from Sheffield supporting Bolt Thrower and Napalm Death. Rather, a beat-'em-up.



Eschewing tournament etiquette, Aaron sensibly packs a gun and some armour. And that's why he's our fave, even if he is a little bulbous in the Waynehead fashion.





Those expecting a 3D Glacius will be disappointed. Morphix extends spikes from the wrist, spins a bit, but never actually morphs. Pah.





DON'T GIVE UP...

...the day job, is my advice. *Dark Rift* was developed by an American house named Kronos, after the supreme Greek god and father of Zeus (or, more likely, some comic strip vigilante they all admire). Here's a fascinating little reminder of previous efforts by Kronos...

ETERNAL CHAMPIONS

Sega Mega Drive, Mega-CD

American-style comic-book heroes duke it out with some pretty vicious special moves. Attracted vaguely excited press coverage – then a luke-warm reception – from Sega's waning 16-bit audience, but its appeal was short-lived and fighting fans cited serious flaws.

CRITICOM

PlayStation, Saturn

One of the earlier 3D fighting games available. Again, the flurry of stirring previews was followed by discouraging mid-range scores (Official Playstation Magazine: 6/10) and a general acceptance that nobody would want to play this average affair when *Tekken 2* or *VF2* could be had.

Dark Rift

Nintendo 64

Well, here we are again.

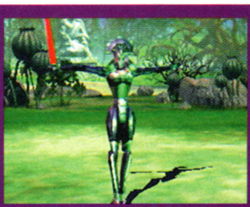
Isn't that odd? Having worked on 16-bit, 32-bit and 64-bit platforms, Kronos have produced nothing but average beat-'em-ups. I don't know whether to admire them for their perseverance or lambast them for their consistently mediocre output – though I very much suspect that anyone paying full price for their latest effort would have no trouble settling on a response. Whatever it takes to make a truly great game, these fellows show no sign of acquiring it.

GO! GO!

Gore raises a fist in defiance of my review, which Jonathan described as "the most morose" he'd ever read. Ulp.







"I want to be a tree." B is your instant throw button. Scruffy.





They're not joking. This game is so 'dark' that we thought our telly had broken, and only after cutting the contrast and whacking up the brightness did we spot something moving about in the gloom. Just about.

With a hitherto-unknown professionalism, we even fiddled around with the gamma settings on our video grabber and augmented these screenshots so that you wouldn't hurt your eyes squinting at what could just as easily be Rorschach tests, or seedy 'film noir', or what's-her-name getting jostled by aliens in that programme. Whatever it's called. Not an auspicious start.

Disappointment continues. *Dark Rift* is an average fighting game in absolutely every respect, competent enough to stop anybody writing it off on first go, but sorely lacking in those touches and virtues that would have you coming back after a couple of weeks of messing about with moves. I apologise if this review reads like an uninspired, um, thing, but I really haven't been. At all. And I hope you can see why.

Admittedly, much as I like fighting games, it's only that special 10% of the upper quality strata that I really find worth indulging in. What's the point of spending hours learning special moves and tricks if they're not particularly exciting to watch? Why bother mastering the game's techniques if nobody's ever going to challenge you at it? And how long could it possibly entertain you when the system is too limited to let you pull off more than a few pre-set combos? (This, incidentally, is why I rated *KI* on SNES – and still have the distinctive black US cart, game collectors – but couldn't summon any enthusiasm to go through the whole enterprise again on a machine that should really be host to the ultimate post-*Tekken*/*VF* analogue 3D fighter). All of these thoughts entered my mind as I played, practised, cursed the cheapo pad-reading CPU boss, whupped the boy Overton in Versus mode and made notes in a worryingly detached fashion.

Within a few minutes of pad-handling you'll discover that *Dark Rift* is the latest of many attempts to clone Namco's *Soul Edge* coin-op, none of which have succeeded even when tackled by the likes of Atari and Capcom. Most characters have weapons of some description, with a few pokey-pokey sword thrusts and swinging axe-blows suggesting differences in speed and style.

There's a fair smattering of *Tekken* in there too, with long chain combos that play and interrupt like ten-string hits. When your opponent is floored, you can tack on the now-traditional ground hits and pounces for extra damage and humiliation. But all the good bits that make those titles fun – multiple defensive options, reversals, megaton special hyper-attacks, the sheer visceral oomph of the contacts and bone-breaks – are just nowhere to be found. Rising attacks are plain useless, tacking on to the end of a roll so that your intentions are telegraphed ahead. Ditto projectiles. And the sidestepping carries the stench of obligation towards 3D mechanics, clumsily scuppering your intentions as often as it allows you to dodge. *Dark Rift* is a forgery, a hollow replica, with nothing of its own invention to replace what's been lost in the cloning.

It isn't just the limited combat engine or lack of pyrotechnic specials that let it down. In the long term you'll discover that the pitifully under-staffed roster of characters are practically interchangeable, with identical move sets and pad entries. They're not that interesting, either, following the Western trend for bland cyborg/demon/fantasy novel stereotypes. Their clichéd personal profiles, though not as illiterate as anything produced by Boon and Tobias, could still be improved and embellished with a rewrite by any second form English class (see James's topper *War Gods* rant last ish).

In all fairness, it doesn't look as bad as some reports have suggested (remember, Brightness up, Contrast down). The fighters move at a respectable frame rate, they produce the token shadow and flare FX when swishing blades or focussing fireballs, and some of them carry more detail than you'll notice at first glance. Despite his weaknesses, it was the gun-toting SWAT-alike Aaron whose design most impressed us. His shiny bald pate and triumphant expression poking out from the kevlar collar surpass anything we've seen on the PlayStation, making you appreciate what they could have achieved with just a little more work.

But there's the problem. 2D stages, flat backdrops, D-pad movement, plain texture-maps, pitifully few light-sourcing or trail FX and terrible sound – absolutely no attempt has been made to truly exploit the possibilities of 64-bit processing. There was even a rumour going round that Sony Computer Entertainment of America had turned down *Dark Rift* for the PlayStation before Nintendo accepted, but we find that unlikely. Rather, *Dark Rift* is the kind of average outing that lends itself to post-preview excuses and childish system advocacy arguments – even though it demonstrates that the same developer can do better with 64-bit than its 32-bit efforts.

Before you get too demoralised, bear in mind that *Dark Rift* bodes exceedingly well for the future. If a small, hopeless development house like Kronos can take to a powerful but unfamiliar console and still churn out a game to surpass their previous titles, the big Japanese softcos are probably about to surprise us all. In the meantime, well, I haven't finished with *Dark Rift* quite yet, and if *KI Gold's* not your thing then this is probably the best fighting game currently available for the N64. Mmm, hear that enthusiasm in my tone.

ZY

SIMON SAYS...

Are we alone in getting a little fed up with join-the-dots chain tagging moves? This list is far from complete, and we're sure there are plenty of hidden things we're missing (or at least, we hope so), but it demonstrates some of the most exciting and gawp-worthy elements *Dark Rift* has to offer. The timing doesn't need to be perfect, but you will need occasional micro-pauses to cue one part while the previous one is playing out.

Aaron
up-C, left-C, left-C, up-C, up-C, back +left-C, back + left-C

Demonica
left-C, left-C, up-C, left-C, up-C, down + left-C, down + left-C, up-C

Eve
left-C, left-C, up-C, left-C, left-C, down + up-C, toward + up-C

Gore
left-C, left-C, down + left-C, left-C, down + up-C, up-C

Morphix
left-C, left-C, left-C, up-C, down + left-C, down + left-C, up-C, B

Nikki
left-C, left-C, down-C, back + down-C, down + up-C, down + up-C

SCARLET
left-C, left-C, down + left-C, up-C, B

ZENMURON
left-C, left-C, up-C, down-C, down-C, down-C, back + down-C, down-C

6 VISUALS
Apparently created for moles. Wearing IR goggles. But fiddle with the controls... Aha!

3 SOUNDS
No crunchy contacts or jaw smacks? No *kerching!* or lightsabre *vzzzh?* Lame tunes? Phooey!

4 MASTERY
Impressively 3D, but the N64's still just ticking over

5 LIFESPAN
It's so run-of-the-mill, there's not much incentive to master it.

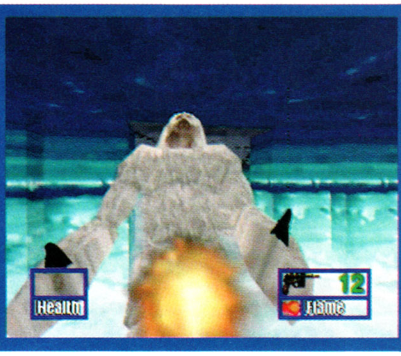
VERDICT
Competent, if uninspired, this merely fills the gap between Midway's atrocities and the game we're all waiting for.

72%

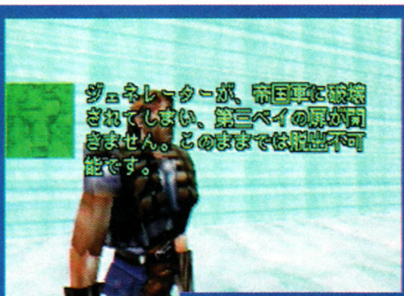
TO BE CONTINUED... We'll do loads more on *Dark Rift* if it ever appears in in the UK.



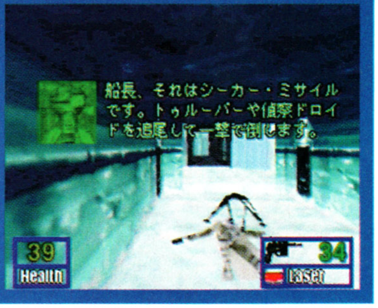
Still, it makes a change from nonsense like: "Hey, I gotta earn my pay, ain't I?"



That's one Wampa that won't be eating Rebel troops for breakfast any more. Weetos, though, possibly.



In fact, when you don't have to listen to his ill-constructed utterings all day, Dash isn't all that bad a chap.



SHADOWS OF THE EMPIRE (Japanese)

Shadows of the Empire		
NINTENDO		
Out now (Japan)	64M	1
Out now (UK)	~~Controller Pak back-up~~	On-cartridge back-up
¥7,800 (about £40)		

ACCESSIBILITY

The Japanese text won't help, exactly, but mostly *Shads* is just a case of pointing and shooting.





They can read and understand 'AT-ST', but we can't understand a word of theirs. See? They're cleverer than us.



The first level's still as great as ever. Try our new tips on page 92, too.



The other levels continue in a similar vein, but James hasn't taken any pictures of them. Naughty fellow.

The fact that *Shadows of the Empire* has gone down well in Japan comes as something of a surprise. In a country where *Doom* and its spin-offs have never prospered, the initial outlook for *Shadows* didn't look good. However, with over 180,000 sales and a placing as high as number three in the Japanese charts, the Star Wars licence looks to have been enough to draw people in.

Shadows had been taken in by Nintendo of Japan for 'tweaking', and minor 'tweaks' are all that have seem to have been made. The most obvious change is the loss of one difficulty level (Jedi, we'd guess – it's hard to tell), taking the available options from four to three, and the overall softening of the game's toughness. Other than that, and the re-writing of the appalling English text into Japanese, there are very little differences between the US/UK and the Japanese versions.

So if you've been holding off buying *Shadows* in the hope the Japanese version would be the best, then, well, sorry. The flying bits (basically the first and last levels) are as fine as ever, but making the game easier has done it no favours at all in terms of interest or longevity. Still, I'm sure Star Wars completists everywhere have already ordered their copies…

JAMES

7 VISUALS
Unaffected. Great in places (the flying), poor in others (the *Doom* bits).

8 SOUNDS
Well, the music isn't stereo, but all the sound effects are spot-on.

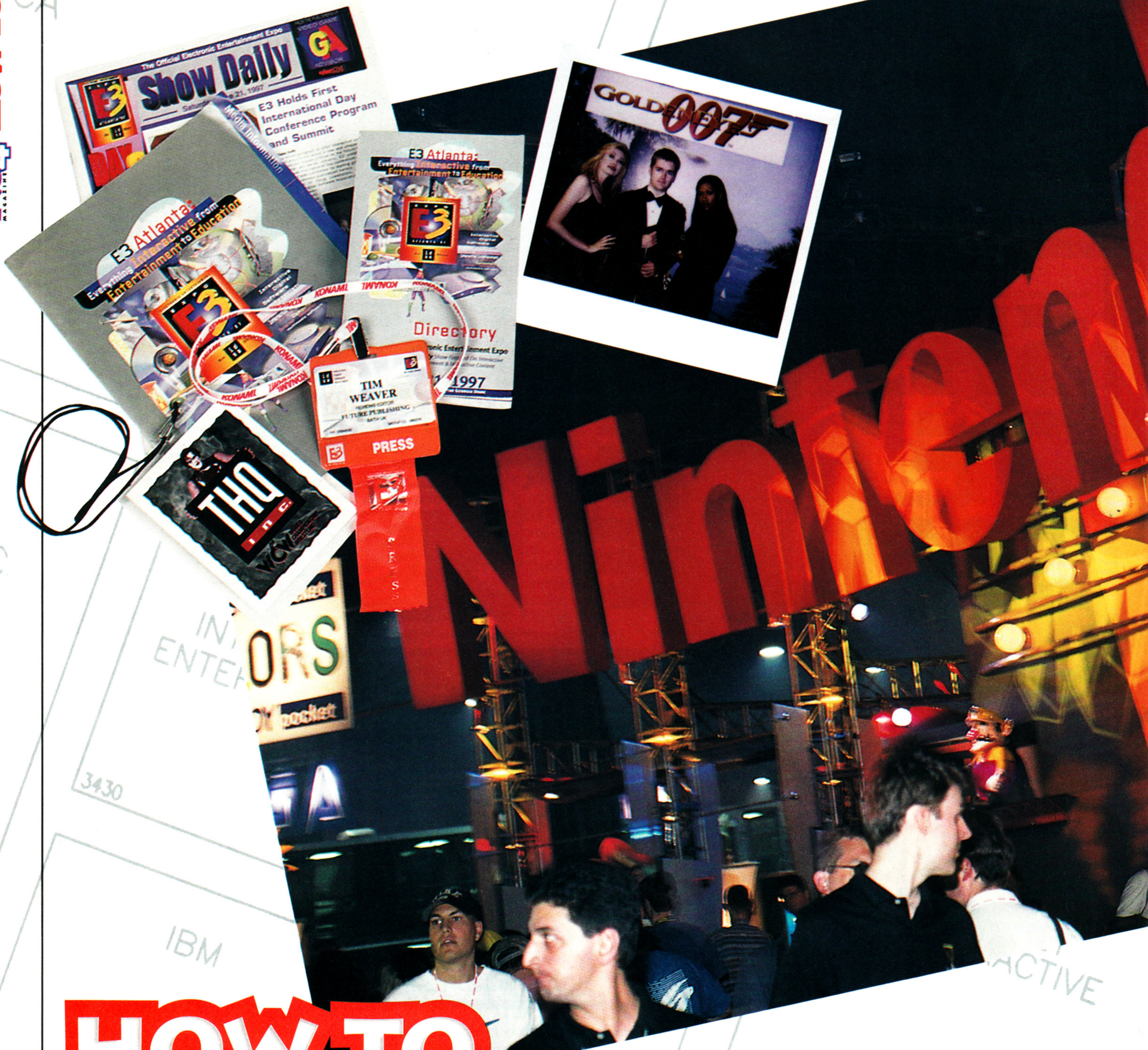
6 MASTERY
Looks surprisingly backward nowadays. Mind you, we were ogling *GoldenEye* early this week.

5 LIFESPAN
Lessened by its conversion. Too easy.

VERDICT
Tweaked for Japan, but they're not the kind of tweaks UK gamers will like.

75%

PREVIOUSLY IN N64 We reviewed the UK version of *Shadows* in issue 1. It got 78%.



HOW TO... make it thro



Packing his bags and digging out his passport (photo embarrassingly old), our reporter heads for America in search of the biggest games show on Earth...

"It's showtime!" Um, no. Categorically, no. "The Man From Atlanta!" Forget it. There is no way I'm being the Man from Atlanta. Nope. No. "Georgia on my mind!" Uh-uh, no. "Stars and Sprites!" Absolutely not. Sooooo, how do you begin talking about the greatest show on Earth? Well, you start by saying it was big. And busy. And very, VERY loud. Then you talk about the *games*...

ughE3alive!

By Tim Weaver

GO! GO!



△ *Notice the bright, trusting eyes, the fresh clothes and the neatly-combed hair.*

Tuesday

We arrive in Atlanta to a torrential rainstorm. And when it rains in America, it rains. So hard, in fact, that they close the airport two minutes after we land. Marcus (from GamesMaster magazine) and I leave the plane feeling distinctly sickish. In-air shenanigans (including 'drops' Alton Towers would be proud of) mean our stomachs are still working their way down from 30,000 feet.

And then there's the airport. After seeping through customs and having a man/woman (I wasn't quite sure which) search through my suitcase, we try to fathom out how to get to the taxi rank. Now, call me old fashioned, but I always prefer my arrivals buildings to be right next to the exit (i.e., the taxi rank). In Atlanta, what you quickly come to realise is that to get to the main terminal requires some walking of the Ranulph Fiennes variety. Or a subway train. We opt for the latter.

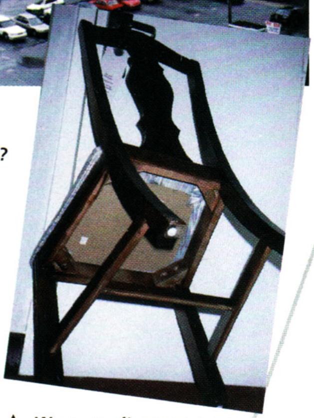
Outside, it's still raining. The taxi rank is manned by a strange old coot. "Stay there fellas!" he shouts as he scarpers off to find the next available taxi. Then, he turns to us and bawls: "Come on! I said, follow me!" Oh. We follow him, jump in a taxi and head downtown. The Ramada Downtown Hotel, to be exact. A bit like a Travelodge, we're told. So nothing special, you'd think, but tidy and clean with all the creature comforts.

Sadly, the only creature comforts the Ramada Downtown offers is cockroaches. It only needs flashing neon signs, distant gunshots and a man in a string vest to take us up to our rooms and it could be something out of Taxi Driver. Still, forgetting the smell of vomit emanating from our toilet and the air conditioning (on so cold that it had ice forming at its grill), we recover from our long trek.

Police sirens go off outside. Silence. Then more police sirens. Then Marcus says: "Apparently, Atlanta is the crime capital of America." A chair is promptly wedged under the door handle and the door locked.



△ *The crime capital of America, apparently. America being the crime capital of the world. Still, eh?*



△ *We weren't nervous, you understand. But, you know, better safe than sorry.*



Wednesday

The Georgia World Congress Centre is just about the biggest building in the world. In fact, so huge is it that the whole E3 expo takes up only one of the floors. Across from it is the Georgia Dome, and further on down there's the CNN Centre, from where the world-famous news station broadcasts, and from where we got breakfast every day.

Breakfast on the first day consists of a banana bran muffin, a croissant and an orange juice. But for most other mornings it's an egg, cheese and ham bagel or an egg and ham 'wrap' (sort of like an omlette but rolled over). In fact, the foods we ate were so fatty (in the evenings we had a mixture of fried chicken, cheeseburgers, chips and pizza) that, on returning to Blighty, I had enough grease on my skin to provide Castrol with raw materials for a decade.

Inside the Congress Centre there's a Southern US Water Conference. Suddenly finding oneself swamped by moustache-wearing Georgian water specialists is a nightmare only comparable with an evening at the hotel restaurant (which was closed due to having no licence). But, after a cunning escape, I move to the Press Registration room. Here I book my place at the show and garner a neck tag for posterity.

After some minor trouble with the attendant ("No, that really is me in the mag"), I'm overloaded with maps of where each company's stall is and, more importantly, what N64 games they're doing. But, frustratingly, none of us are allowed into the show until 10am the next morning.

Ambling down the hall, however, I notice a window out onto the show. Spotting this as my chance to see exactly what all the fuss is about, I leg it to the window in the hope of seeing something and, sure enough, am able to gawp at E3 for the very first time. Or, at least, a still-being-built E3. At the back is Nintendo's stand, with a *Banjo-Kazooie* banner hanging down. Beyond that, stands and booths fade into the distance. (I later tested the Congress Centre out for size and it took me seven minutes to walk from one end to the other.) Unfortunately, even through this sizeable window, I can only see about a fifth of the show floor.



◁ *This is even more valuable than something you might find in a Wonka Bar.*

▽ *The Shaman from* Banjo-Kazooie*, peering down from the Nintendo stand.*



Thursday

After having my appetite well and truly moistened by a report from E3 on ABC News (in association with Billy Bob Scotch Motors of Lenox), I wander the seven car-packed blocks from the hotel to the Congress Centre.

Inside, it's ludicrously busy. A queue for entry into the show runs for at least half a mile, and as I step onto the first of three downward escalators I can hear the distant but distinctive sound of video game music.

People brush past me, and, at the bottom of the third escalator, huge E3 signs point the way down the hall. I quicken my pace and then realise I'm running. I stop, faintly embarrassed, and take the last of the escalators down to the entrance.

There are three double doors open, and I skirt through the centre one. Suddenly, in front of me stands a 25-foot wall with 'Electronic Arts' written across it in mountain-sized letters. I smile. Then I remember *FIFA 64*. I move on towards the centre of the show, not bothering to consult my map, even though I'm patently already lost. And there it is: the Nintendo stand.

"Shut up, Mario!" screams an Italian voice from above me and, looking up, I see plastic, fully moving models of both Mario and Wario. Throughout the show they babble on to each other. Entering the stand beneath them, I'm immediately staring at a huge video wall featuring a rolling demo of *Conker's Quest*, the new Rare game. Forking off to the right are six screens with playable demos of the game. Off to the left is *GoldenEye 007*. I turn left.

Half an hour later, I put down the new green Nintendo joypad and turn to find a queue, five deep, waiting to have a blast at Bond. Apologising, I move off, past *Conker's Quest* (that can wait till later) and on to *Banjo-Kazooie*. Another video wall throws out deafening levels of music, and I slip into position at the game stand. And with joypad at the ready I begin playing *Banjo-Kazooie*.

I'm stuck. Unfortunately, I can't reset the machine as it's hidden behind a small cupboard. Suddenly, a not-unattractive lady appears beside me, smiling. "Are you all right there?" I explain my predicament and she unlocks the cupboard and resets the machine. I thank her and she disappears. Mmm, nice.

Two minutes later, another not-unattractive lady appears beside me. "Are you okay?" Erm, yes. Is there a Miss World competition going on here or am I unbelievably good looking? Deciding that it's probably more likely to be the former, I glance at the logo on her shirt. Ah, Nintendo. Further on down, a similarly-clobbered lovely is helping another incompetent *Banjo-Kazooie* player.

"Fine, thanks," I mumble, and she disappears. I play the game for a little while and am then interrupted by a couple of blokes, one with a huge video camera and the other with an equally large microphone.

"What do you think of Banjo and Kazoo?" Microphone asks. He's American.

"Um, it's good. Well, I don't know, I've only been playing it for a couple of minutes. But it seems quite good, yes".

"Hey! You're English aren't you?"

"Yes. English. Yes."

"Thought so. Do you know London?"

No, it's only the bleedin' capital. "Yes."

"I've got a friend there. He's a DJ. At the Underground Club? You know it?"

"No, not really."

"Right, well, he's really into jungle. Do you know what jungle is? It's music..."

It's twenty minutes before I can muscle myself away from Microphone and Camera. About five minutes in and he was telling me about his childhood in West Virginia. Ten minutes, the name of his dog, and, after 15, I was familiar with his schooling and job history. Only after 18 minutes did he even ask a question.

Towards the back of Nintendo's stand is a small third-party segment with Titus, Kemco and Hudson all vying for my attention. I shoot off and play *Bomberman* first. Then *Dual Heroes* (and receive a resounding kicking from a Japanese journalist), then *Lamborghini 64* (which, until I came back to it on the Saturday, I didn't really take to) and the lush *Top Gear Rally*.

But the lure of the main Nintendo stand proves too much, and after some cookies and Coke at lunchtime I spend the whole of the day jumping between *GoldenEye*, *Banjo-Kazooie*, *Conker's Quest* and (I admit it) *Ken Griffey Baseball* (although only once, you understand, when the others were full).



Hair now a little ruffled, and fingers blistered from too much **GoldenEye** *playing.*



Banjos and Kazooies as far as the eye can see. That's America for you, eh?



Yes! I have actually played **Bomberman 64.** *And the one-player mode looks superb.*

Shigs Speaks!

Shigsy. The old Shigster. P'raps even 'Moto. Whatever name Nintendo's premier gaming asset goes under, he was at E3, and so was N64...



MIYAMOTO ON *STARFOX 64*

"In creating *Starfox 64*, we looked at many games we'd already made, like *Super Mario Brothers*, and decided to make a game with atmosphere, that's not so calm. We have increased the number of people and the amount of action and you can see this in the game. After *Space Invaders*, I'm afraid that shooting-style games have become games only for professionals, not beginners. I believe this game is satisfying for you, the professionals, *and* for your family and children.

"You can also see that we are mixing pre-rendered movies and real-time movies into games, like *Starfox*. There are 40 real-time movie cuts in the game, and there are also more than 300 speech clips. I'm not here to make movies, I'm here to make video games, but games are becoming more realistic. In the future, we'll enable people to participate in real-time movies."

MIYAMOTO ON *POCKET MONSTERS 64*

"We haven't decided yet whether to introduce *Pocket Monsters* in the States. It looks like the game will arrive on Game Boy, but we can't say whether it'll arrive on the Nintendo 64. But we will debut a working version of the game at Shoshinkai this coming November, with a working version of the hardware.

"Compared to other N64 games, *Pocket Monsters* will be different because it'll be rewritable, first of all. But the game won't be the RPG that you are currently playing on your Game Boys. We can't reveal everything just yet, though."

MIYAMOTO ON *F-ZERO 64*

"At Shoshinkai this November we'll have a playable version of *F-Zero*. The game won't arrive in the US until 1998, we believe. But we're looking into the schedules of other games before we set a date."

MIYAMOTO ON *YOSHI'S ISLAND 64*

"The game will debut in Japan in November at the Shoshinkai show."

MIYAMOTO ON *SUPER MARIO RPG 2*

"It depends on how many Miyamotos there are!"

MIYAMOTO ON *BANJO-KAZOOIE*

"I'm very impressed with the game. Rare are a very professional company. I have no involvement at all with the game, though."

GO! GO!



Friday



Extreme G *is well worth looking forward to – miles better than* Wipeout, *and incredibly fast.*

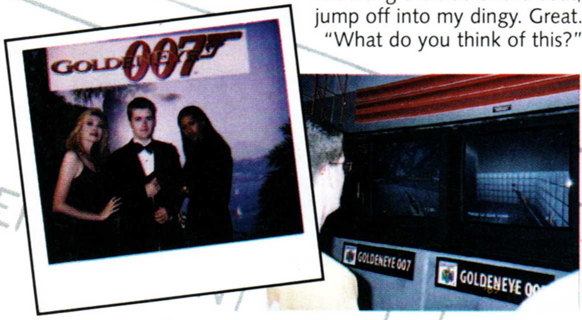
Wisps of smoke now coming from trainers, and bags weighed down with useless promo material.

Friday was to be third-party day. Sadly, I'm back playing *GoldenEye* within two minutes of arriving. After yesterday's getting-to-know sessions I'm now familiar with the ins and outs of Rare's Bond game. Picking up the sniper rifle I zoom in on my prey, line up the sights and then lug him in the head. Satisfying.

But that really must be it. I *must* visit some other stands. I *must.*

I zip to a later level of *GoldenEye,* step onto an enemy frigate and amble around the boat, taking out soldiers and placing a tracking device on the helicopter, as advised by M. Then, dashing out along the side of the boat, I jump off into my dingy. Great.

"What do you think of this?"



I turn to find Microphone once again standing beside me. He doesn't seem to recognise me and he's got a different cameraman. "Oh, it's terrific".

"Hey! You're English, right?"

The subsequent half an hour is simply too horrible to explain.

Wandering about at E3 is like going shopping on Oxford Street. You're forever bumping into someone or apologising for knocking someone with your bag. And there are *always* those people who walk along snail-like in front of you and then suddenly move in your direction when you're about to pass them. Consequently, progressing from stand to stand is a rather slow old business.

But with a little patience I end up at the Acclaim stand. It's enclosed in a fence with huge pictures of *Extreme G* and *Turok* on its side, and as I enter I hear the floor-thumping bass of *Extreme G's* music.

There are three circular pillars with four machines on each dedicated to Probe's highly promising future bike-racer, but, unsurprisingly, it's hard to find a spare joypad. After waiting, though, I pounce, picking up the pad and enjoying a few minutes of face-contorting speed.

After a slice of that I leave *Extreme G* and, brandishing my press pass about to all and sundry, nip behind the scenes. Inside there's Probe's *Ultra Soccer* – which, you may remember, we reported as having no publisher a couple of months back. Now, however, Acclaim have taken it in, although an entire year's work has been scrapped after the developers witnessed the beauty of *ISS64*. The early workings of an ice hockey game were also on show.

I move back outside, and from my left come the beginnings of a truly awful song: "With a K and an O and an N and an A and an M and an I!" Konami's stand is right next door, although after their in-stand songstress has blurted out the same song *again,* I consider leaving them alone for a while.

And so I do, deciding, in actual fact, to come back to them the very next day.



Saturday

Take a long, lingering look at Hybrid Heaven, *here. It's going to be one of the finest N64 games of all.*

Konami's stand looks like a castle. In the centre – as with all company stands – are 'business blocks' where suits congregate to talk about strategies and deal-forming. Konami's are more plush than most, with a two-storey, fully furnished set-up. I wander up to the desk, lifting my press pass up for the receptionist to see. "Yes?" she mutters, with a face that looks like it's been set in concrete. Indeed, I begin to worry that that if I look at her, *I* might turn into concrete, so I zip off and watch Konami's 1998 video strut its stuff.



Nagano Winter Olympics whizzes by in all its snowbound loveliness, and then for minutes I'm spellbound by *Hybrid Heaven*. Some people said it was going to be an RPG, while some reckoned it would be more like *Resident Evil*. Whatever it is, the game looks glorious.

Then the song starts up again, so I have to leave.

Moving on down the show, I glance for horrific moments at *Hexen* and the slightly-better *Duke Nukem 64*, then stop off at the *San Francisco Rush* arcade machine. Great stuff. I'm quite happily playing on my own – going at my own speed – when some joker pops his head round the side of the cabinet and shouts into my ear, "Fancy a game?!"

I cringe, trying to protect my ear drums from shattering. "Yeah, all right," I reply, resetting the game and watching him slide into the next cabinet. Then, behind me I can hear someone speaking through a microphone.

"...and so here we are at Midway, watching our very own Chris – who developed *San Francisco Rush* for the arcade and N64 – taking on..." – he suddenly appears beside me, squinting at my press badge – "...Tim Weeeeeevor from Futor Publications in the UK. Hey there, Tim!"

I smile. "Hey there." Then I think about what I've just said. 'Hey there?' *'Hey there?'*

"Ha! Don't worry, I'm not that good," says Chris, laughing. Suddenly I'm positive I can see horns growing from his head. And wasn't that a pitchfork he just laid down on the floor?

In fact, he's lying. He's *very* good. Indeed. He zooms off into the lead while I'm still working out which pedal's the accelerator, and on the third lap of five, when I'm just getting to grips with the steering wheel, he finishes. "And well done Chris! A real turn up for the books, there!" Hardly.

After being thoroughly humiliated, I cover my face and leg it out of Midway's stand (getting a quick gander at the N64 version on the way out) and return to *Lamborghini 64* at Titus. Which I play all on my own, with no chance of any embarrassment. Probably. N64

No matter how nervous you might be, sleep comes easily after a day at E3. "Snore."



COMING SOON IN

TOTAL FILM

IT'S DARK

(AND THEY'RE WEARING SUNGLASSES)



PLUS!

Contact, *Spawn*, Sandra Bullock gets wet in *Speed 2*, we meet *M*A*S*H*/The Player* film god Robert Altman, and Rowan Atkinson pulls a funny face in the "eagerly awaited" *Bean* (the movie).

It's all in Total Film 8. On sale Wednesday 30 July.

It's the results of Issue 3's design-a-controller-plug-in competition, where you had the chance to win an Aurora games dream N64 gaming system and a dozen top games! But who's won? And what were the entries like? And (come on) who's won? Patience is a virtue, friends.

HOW TO... win an N64 MAGAZINE competition

What you had to do

We were delighted with *Starfox 64* when we awarded the Japanese version 94% in issue 3, reveling in its film-like atmosphere, its thunderous sound effects and the feeling that we could play it for ever. We also giggled like schoolgirls at the free Rumble Pak, which wedges into the bottom of the Controller and wobbles when you're hit. This got us to thinking: what else could plug into the Controller? And, being crap at ideas, we threw the notion over to you, our readers. The competition was set. And entries flooded in. First they sat in a small pile next to Editor Jonathan's desk. Then the pile grew into a hill, and then a mountain, and then, one day, Jonathan disappeared altogether. "We didn't know Jonathan was taking a holiday," we said. "For goodness sake," the mountain whimpered, "get me out of here, and judge the competition." We opened every entry we received, and they were trickier to judge than a Blue Peter painting competition. Unfortunately there could only be one winner, so through a strict process of elimination we whittled it down to one. No peeking, now.

And the winner is?

Not yet. Firstly, there seemed little point in having something that turned the Controller into a joystick, because you might as well get rid of the Controller and plug in a joystick instead. Or a steering wheel, mouse, gun, VR suit, scanner, modem, printer, light saber or infra-red joypad. Or gloves and floor pads, or handlebars, or, David Thorn of the West Midlands, a space hopper. Or, Richie Lambert from Lanarkshire, an entire *Wave Race 64* jetbike. Hmmm.



No pain, no gain

Some ideas sounded great, but a bit too painful. Such as the Pin, Spike and Hammer Paks from Chris Unwin of Stoke-on-Trent, Scott Hutton of Nottingham and Neil Kearns of Hurst Pierpoint. We liked Stuart Wilson of Scotland's Rubber Band Pak, which flicks your ears. Then there were Simon Lee of Ealing's and Ben Stubbs of Bath's Massacre and Attack Paks, which, when you lost, would maim (and possibly kill) you with boxing gloves, trainers, a baseball bat, a sword and, even, an axe. Ouch.

Ain't no point

And some ideas seemed simply a little pointless, including the:

Snap Pak – takes a photo of you while you're playing – *Bob Foster, Blackpool*

Fridge Pak – a small, lightweight alloy fridge – *Mark Dewdney, Kent*

Time Pak – tells you the time – *Zohair Beig, Middlesex*

Pager Pak – telephone pager – *Philip Calcutt, Lemington Spa*

Bog Roll Pak – nuff said – *Matthe Gaider, Durrington*

Top ten runners-up

Which left us with our runners-up. Witness the:

10. Crisps and Coke Pak – holds refreshments – *Oliver Ashford from Kent*

9. Spectrum-feel Pak – rubber keys – *Greg Wolan of Surrey*

8. Tension Pak – a squeezy ball – *Randal Lavery of Co Antrim, P Woodin of Bristol, William Stagg of Wiltshire*

7. Colour Pak – alters the colour of your joypad – *Tom Radcliff, Dorset.*

6. Tamagotchi Pak – lets your Tamagotchi play on your N64 – lots and lots of people.

5. Coffee Pak – makes you a cup of coffee – *Gavin Smith, Reading, Iain Mackay, Corby*

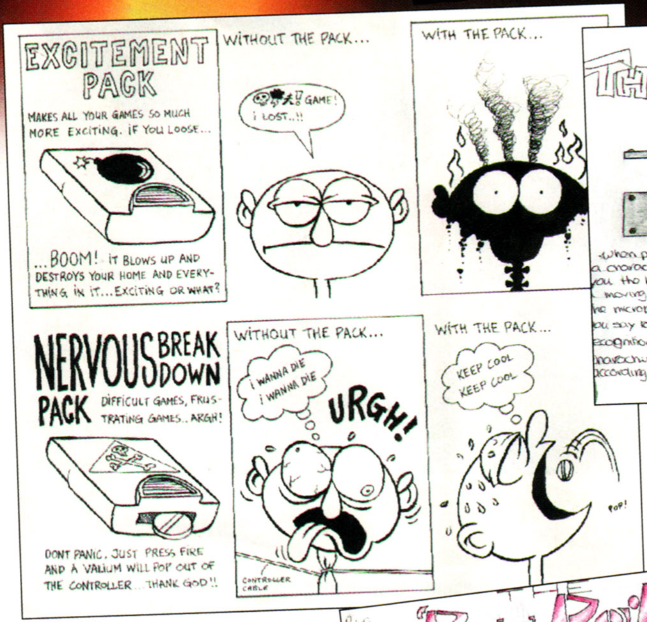
4. Tea Pak – keeps your tea warm – lots of people.

3. Whoopee Pak – drive by the seat of your pants – *Tim Evans of Jersey*

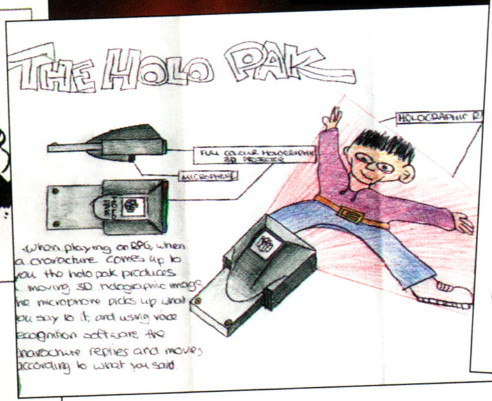
2. Smartie Pak – dispenses sweets – *James Maddison of Sidmouth, Ben Hall of Cheshire School, Colette Dutton of Liverpool*

THE GALLERY

Although we didn't specifically ask you to come up with elaborate plans to illustrate your idea – a simple sketch would have sufficed – we were mightily impressed with those who did. In fact, we're sending them each an **N64** badge. See here the Wil-humbling artistic talents of **N64** Magazine's readers – in colour.



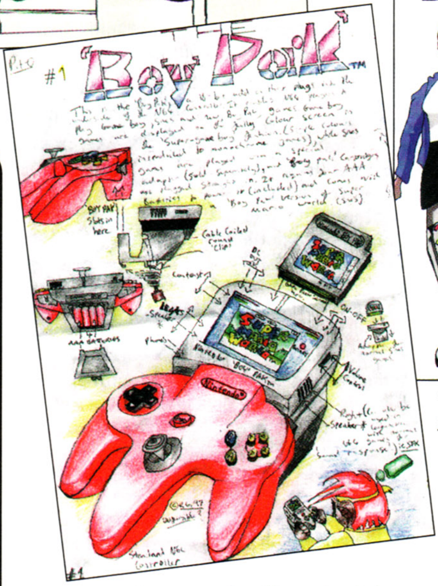
Excitement Pak – Yngve Oliver Eriksen, Norway



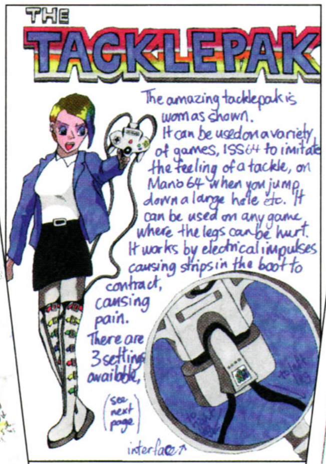
HoloPak – Simon Davies



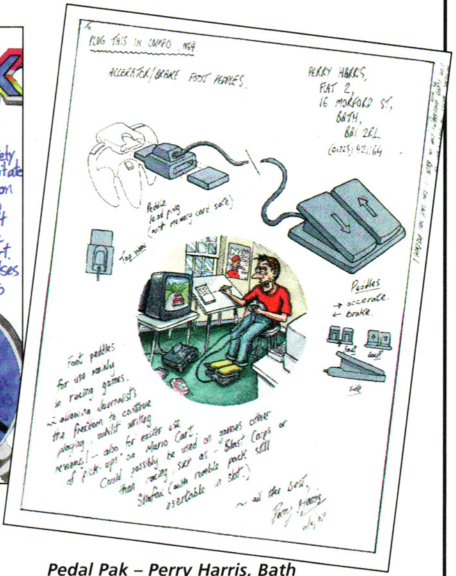
Annoy Boy: LCD display, speaker – Roy Lewis Jnr, Lytham.



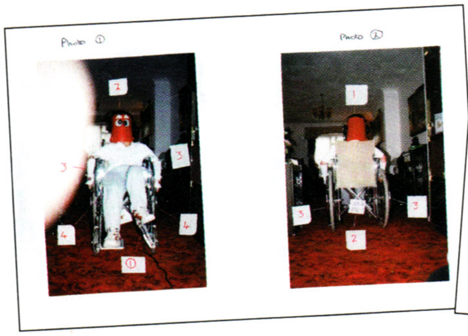
Boy Pak – Ruaraidh Gillies, Isle of Skye



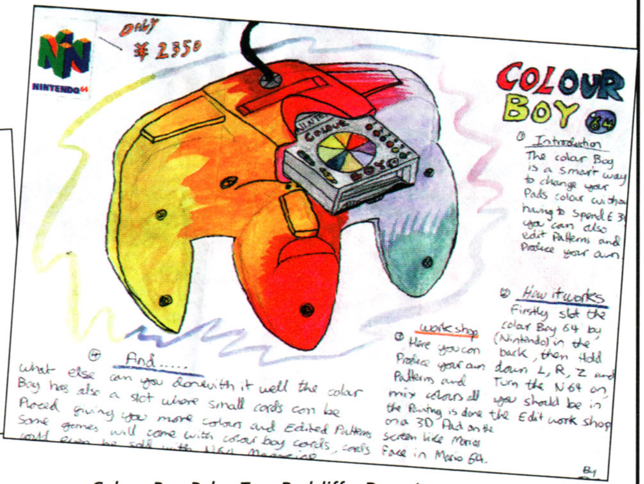
Tackle Pak – (We've lost your name. Write in!)



Pedal Pak – Perry Harris, Bath



Wheelchair/bucket Pak – Peter Wrampling, Chigwell



Colour Boy Pak – Tom Radcliffe, Dorset

Winner

And number one? The winner? Well, everyone was a winner. Actually, no. David Nixdorf of Cheshire was the winner. Thanks to everyboy who took the time and trouble to enter. And for the final word it's over to David:

"The Hamster Pak: A hamster is inserted into the Controller, Then, when you get cross and throw your joypad at the wall, the hamster will scurry back, saving you the hassle of leaving your chair. The hamster would, obviously, be wearing a crash helmet, and also a parachute in case you happened to throw the pad out of the window."

A superb idea, David. Except we trust you don't mean a real hamster – you mean a plastic hamster, like a computer mouse. Otherwise, that's cruel to animals, and we'd have to reclaim your prize. [Whisper.] You didn't? Oh, good.

HOW TO... cheat at multi-player Mario Kart 64



by Tim Weaver

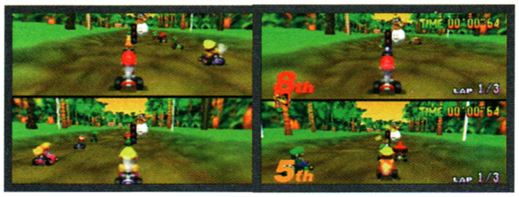
Why play fair and lose when you can cheat and win?

There's something special about beating your mates at *Mario Kart 64*. Perhaps it's that warm glow that comes with crossing the finish line. Perhaps it's knowing that you won purely through sheer guile and determination. Or maybe it's the buzz of realising you were sneaky and distinctly cheatish every inch of the way...



Turbo start

Simplicity itself once you become familiar with a racer. Watch the traffic light that Lakitu floats down with and, between the second and third light (though, generally, closer to the third – it varies depending on your choice of kart), press A and, come the start of the race, you'll speed straight into the lead, causing your opponents to shake their fists.

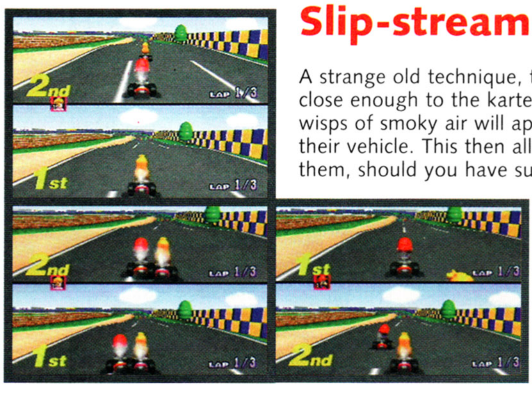


Dropping back

If you're battling away in third or fourth place with nary a sniff of the drivers in front, it's worth dropping back another place or two, especially when approaching a gathering of power-ups. The rules of *Mario Kart 64* state that the further back you are, the better your power-up. So – most of the time – collecting a power-up in fifth or sixth place will result in a much finer goody-pouch-filler than if you're further up in the pack.



Slip-streaming

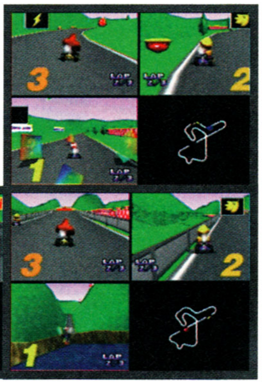


A strange old technique, this'n. If you jockey in close enough to the karter in front of you, small wisps of smoky air will appear from either side of their vehicle. This then allows you to drift past them, should you have sufficient analogue sticking-prowess, with an extra burst of speed. Admittedly it's only sporadically useful, but for that extra burst of pace close to the finish line it's well worth having a go at.

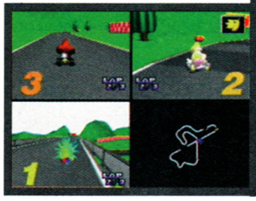
Thunder Bolts

Koopa Troopa Beach, Wario Stadium, Royal Raceway, Bowser's Castle and Donkey Kong's Jungle Parkway all lend themselves beautifully to the tasty morsel that is the Thunder Bolt. They've got jumps, you see, and when there's jumps, there's always the chance of making sure your opponents don't make them by shrinking them at the crucial moment.

By keeping an eye on your fellow racers' sections of the screen, you can time the Thunder Bolt to savage effect. The best policy is to wait until your rival is a couple of seconds away from the jump. Then, when the power-up kicks in, they'll find themselves skidding forward (without being able to stop) and falling down the canyon they were trying to soar across. Even if they stop in time, you've still got the better of your rival, as they won't be able to make the jump while visiting tiny territory, and'll have to wait while you motor on.



The best Thunder Bolt activation spot in the game, you'll find, is just before the big jump in Wario Stadium. Time it right and your opponent will spin and fall down to a point about thirty seconds earlier on the track.



Fake Items

While the other goodies on offer might seem initially more gratifying than this no-frills addition to your arsenal, the Fake Item can still be utterly devastating if used correctly.

Don't waste it on sparse pieces of track. (Who in their right mind is going to go for a power-up sat there on its lonesome?) Stick it in among a clutter of genuine power-ups and watch the consequences. With Grade A dunces following One-Man-and-His-Dog-like behind you, it'll only be a matter of time before someone blunders straight into the little fellow. Heh heh.





Shortcuts

Some would moot that shortcuts are better used in Time Trial mode. That's rubbish. If you know how to do them, try to use them as often as you can. The reason? The shortcut on Koopa Troopa Beach knocks ten seconds off your lap time, and the Rainbow Road one about thirty seconds. Good in Time Trial mode, even better in multi-player, especially as, much of the time, that ten seconds will almost certainly guarantee you the honours.

But it's not worth using high-risk short-cuts like the over-the-wall ones in Mario Raceway and Wario Stadium in multi-player mode – chances are you'll come a cropper and look like a fool.



Bananas

Rubbish on straights and about as welcome in your power-up box as a flat-sharing arrangement with a werewolf, bananas are nonetheless devilishly useful if chucked about with thought. Example: if your mate finds himself with a speed-up and is about to take to a jump, weave across the path up to the jump, spreading the liddle yella fellas about liberally and watch said pal slide all over the shop and tumble off the jump while you carry on regardless.

Or, if they're astute enough to zigzag through your banana-minefield, plop them in places where your mate has absolutely *no* chance of avoiding them. Bridges and tunnels are ideal (especially when, on Koopa Troopa Beach, your opponents have made the jump into the short cut, laughed off your challenge, and then come a cropper as a result of your previous lap of 'nana-dumping) but corners often invoke the finest end results.





Expert banana and shell deployment

And remember, you can actually fire green shells and bananas behind you (sometimes to even greater effect). When tapping the Z-trigger, pull back on the joystick to send your green/yellow friend scuttling backwards, hopefully dispatching an opponent. If you're more careful with your power-ups, however, by holding the Z-trigger, your shell banana will be suspended behind you, acting as a shield against missiles coming at you from behind (except Spiny Shells, sadly), and giving anyone tailgating you a nasty surprise.



Banana avoidance

Ah, but if someone does try their luck with a banana and you're unlucky enough to hit it, there's sometimes a way of preventing the inevitably disastrous consequences. Providing you've gone *straight* over the banana – as opposed to sideways or some sort of out-of-control movement – if you tap B (that's la brake) immediately, your character can carry on as if he'd never even touched the aforementioned fruit. If you're successful, your racer will emit a little musical-note-filled speech bubble.

WIN THIS MAGNIFICENT TROPHY!

The N64 Magazine Cham



Over the next three months, N64 Magazine will track down the best *Mario Kart 64* player in Europe. Could it be you?

Mario Kart 64 Championship

Stage 1



Last month in Tips Extra, we asked you to send in your best Time Trial scores for *Mario Kart 64*'s Mario Raceway circuit. And we've been crushed beneath your reponse. So what we've decided to do, over the next three months, is to stage the most prestigious video gaming event ever held in Europe: the utterly unprecedented and truly spectacular N64 Magazine *Mario Kart 64* Championship.

In the next three issues, we'll be asking you to send us your very best Mario Raceway times, which we'll then compile into a monthly league table. Then, at the end of September, we'll be inviting the three best karters to the **N64** office to see who really is the best, and awarding a massive, specially engraved, gold-effect-style cup to the winner!

The way it's organised is a bit complicated, though, so pay careful attention to the vital information which follows…

GO! GO!

How to enter

If you'd like to enter the Championship straight away, at Stage 1, please do the following:

● Stretch your reflexes to the limit in order to get the best possible time in *Mario Kart 64*'s Time Trial mode on the Mario Raceway circuit.
● Either photograph or videotape your time (see the 'Prove it!' bit if you're not sure how to do this). Write your name, address and time on your picture or tape, otherwise we won't know who you are.
● Fill in the coupon printed on the opposite page and chop it out.
● Send the coupon and your photo or video to: *Mario Kart 64* Championship Stage 1, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.
● Make sure your entry reaches us by July 31st. Yes, we know that doesn't give you much time, or may even mean it's too late already, but we wanted to get things moving quickly. And anyway, if your entry reaches us after the deadline for Stage 1 (if, just suppose, this issue goes on sale later than planned and messes everything up) then don't worry – your time will be entered into Stage 2 instead. Please don't phone up and shout at us.

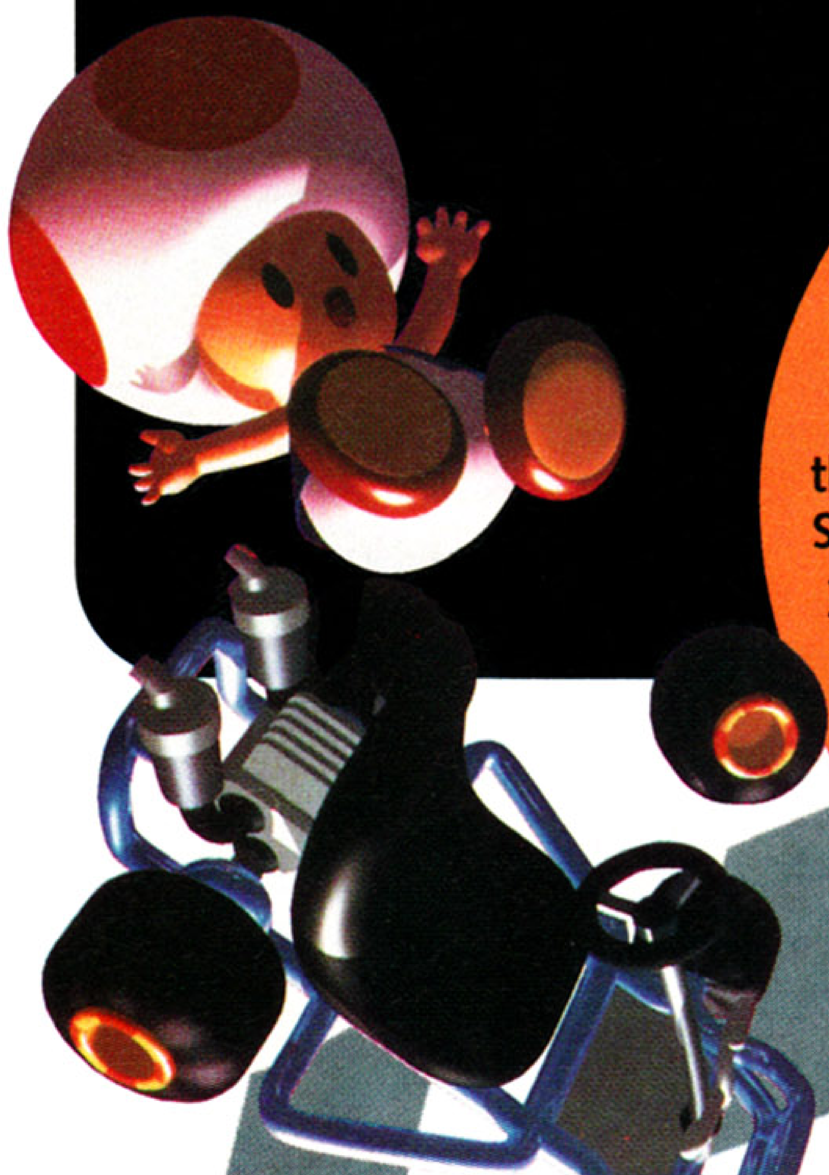
We'll collate all the times we've received by July 31st and compile a new table which will appear in N64 issue 6. In that selfsame issue, we'll also print a coupon for Stage 2, and invite everyone to send in new times (as well as asking everyone who hasn't entered yet to hurry up and join in). We'll do the same thing in issue 7 and print a Stage 3 coupon, and then in issue 8 we'll print a final times table.

But that's not the end of the story! Before awarding the cup to anyone, we'll invite the three highest-placed drivers in the final table down to the N64 Magazine office to prove their Mario Raceway prowess. The exact way in which they'll do this has yet to be decided, but we'll probably give them five attempts each and pick the best time, or something. The winner will then be awarded our golden trophy in an elaborate presentation ceremony, and will have their photograph plastered all over N64 Magazine issue 9.

Does that make sense?

Other things to note:

● Even if you aren't able to beat the best times we've printed this month, it's probably worth entering anyway: you might still make it into the top 10.
● You can enter the contest at any of the three Stages, and are welcome to re-enter as many times as you want before the closing date for Stage 3. Each entry must be accompanied by a photo or a video, though.
● At Stage 3, we'll be asking EVERYONE to send in a video recording of not just their best time, but their three Time Trial laps too. This is to ensure there's no last-minute naughtiness. You won't appear in the final table, or stand to win the cup, unless we've got a tape of you doing your laps.



REMEMBER!

When you come to enter Stage 3, we'll need a video recording of all three of your laps – not just your time. So, although you don't have to do this yet, it might be worth recording your attempts from now on in case you can't equal your best performance at a later date.

Prove it!

You can bring up your best time on Mario Raceway by pressing 'R' on the Controller while the game's on the title screen. It's this time we're after. And we also need you to prove your time, to stop people from just sending in made-up ones. There are two ways you can do this:

(A) SEND US A PHOTOGRAPH
Simply point the camera at the screen and take a photo. It's best to turn off or cover up the flash if you can, as it won't help and will just reflect off the screen. Draw the curtains, too. And use a fast film if you can; 400 ASA is ideal, and 200 should be okay, but 100 is likely to be tricky to make out.

OR (B) SEND US A VIDEO
This is a bit more complicated, and harder to post, but means you don't have to get films developed and so on. Do it as follows:
1. If you've got a SCART or AV lead for your N64, plug this into the appropriate socket on the back of your video recorder. If not, unplug your TV aerial from the back of your video, plug your N64's RF lead into the socket instead, and tune an empty channel on your video recorder into your N64's signal (making sure the N64's switched on, obviously).
2. Make sure your telly's switched to the video channel so you can see what's going on. Getting a top time without seeing what you're doing is unduly hard.
3. Pop a tape into your video recorder. Any tape'll do. You could use an old pre-recorded one by sticking a bit of sellotape over the square hole next to the bit on the edge where the label goes.
4. Get your time up on the screen.
5. Record it for a bit.
6. Wind back the tape to where you started recording.

MARIO RACEWAY TIPS

We printed a detailed guide to getting tip-top times on Mario Raceway in our *Mario Kart 64* review last month, which, if you missed it, you can get your hands on by grabbing a back issue on page 103. Here're the important points, though:

● Get a fast start by pressing and holding A just as the third light comes on.
● Use 'drift cornering' to skid around as many bends as possible. Do this by pressing and holding the R button as you turn into a corner, and then gently waggling the joystick from side to side to turn the smoke from your tyres yellow and then red. When the smoke's red, releasing R will give you a turbo-boost out of the corner.
● Hop, by tapping R, around corners which are too short to get a mini-turbo from.
● Use your three mushrooms wisely, one on each lap.
● To get times near the 1'30"00 mark you'll need to be able to jump over the wall just before the hairpin bend. Do this by steering sharply left in advance of the corner just before the hairpin, driving up the bank a little way, U-turning to the right, activating your mushroom, speeding down the bank towards the opposite side of the road, and tapping R to hop just as you reach the edge of the road. With a bit of luck you'll sail clean over the wall.
● To get the sort of times reported by the karters at the top of our league table this month, you'll need to be able to pull off the same sneaky wall-hopping trick, but clear the bricks a little further to the right, landing to the right of the other wall on the other side and chopping out much more of the track. And that's much harder.

Can't do the shortcut?

The best Mario Raceway times in our table have been achieved by hopping over the wall just before the hairpin bend. This is incredibly difficult to do three times in a row, and, to be honest, is probably cheating too. So if you're finding it too hard to pull off the shortcut, or would rather play *Mario Kart* like a gentleman and not 'bend the rules', we'll be running a separate table for times achieved without jumping over the wall. There are no prizes for this, merely the honour of seeing your name listed among Europe's most virtuous *Mario Kart* players. If you'd rather do things this way, enter as normal but tick the "without hopping over the wall" box on the coupon.



The N64 Mario Kart 64 Championship

Timetable

Here's how it all works date-wise.

Stage 1

All the times we've been sent so far, along with any you somehow manage to rush to us by the closing date.
Closing date: Thursday, 31st July
Results to be printed in N64 Magazine issue 6.

Stage 2

The best times from Stage 1, along with any better ones we've received in the intervening four weeks.
Closing date: Tuesday, August 26th
Results to be printed in N64 Magazine issue 7.

Stage 3

The best times we've received by the closing date, with all three laps on video. The three best drivers then move into the final.
Closing date: Tuesday, September 23rd
Results to be printed in N64 Magazine issue 8.

Final

The three highest-placed karters from Stage 3 will be invited to the N64 Magazine office for a show-down, and the trophy will go to the winner.
Results to be printed in N64 Magazine issue 9.

PRELIMINARY HEATS

Here are the best photograph-backed Mario Raceway times we've been sent so far, which arrived in response to the 'New High Score!' bit in last issue's Tips Extra. And, yes, Andrew gets a controller.

1	01'09'29	Andrew Mills, Londonderry
2	01'09'37	Jason Fosh, Basildon
3	01'10'30	Stephen Spraggon, Glastonbury
4	01'10'60	Rolf Thomsen, Shipley
5	01'12'63	Craig McCoy, Oldham
6	01'13'28	Martin Hall
7	01'14'10	David Gonman, Dublin
8	01'18'07	Matthew Gosling, Nottingham
9	01'20'92	Ciaran Haren, Belfast
10	01'30'65	Daniel Smith, London

We'll update the table with the best Stage 1 times next month!

RULES

- The time required is for three laps of Mario Raceway in *Mario Kart 64*'s Time Trial mode.
- We're only accepting times achieved on the official UK PAL version of *Mario Kart 64* – the one available in most UK shops. (Import players are encouraged to send their times into the 'I'm The Best!' section of Club 64, though.)
- Entries must be accompanied by photographic or videotaped evidence. It's only fair.
- Entries for Stage 3, hoping to win the cup, must be accompanied by videotaped evidence of all three laps of the time attempt.
- All entries must be received by the closing date for Stage 3: Tuesday, September 23rd, 1997.
- We can't accept responsibility for entries that get lost en route.
- The editor's decision is, as is usually the case, final.

The N64 Mario Kart 64 Championship

STAGE 1

Hello! I hereby enter the championship with the following time: ______

The character I used was ______

(Please tick the appropriate boxes in the following checklist.)

- ☐ My time is an overall time for Mario Raceway in Time Trial mode.
- ☐ I am using the UK PAL version of *Mario Kart 64*.
- ☐ I have enclosed a photograph or video recording of my time as proof, with my name, address and time written on it.

My time was achieved

- ☐ by hopping over the wall
- ☐ without hopping over the wall

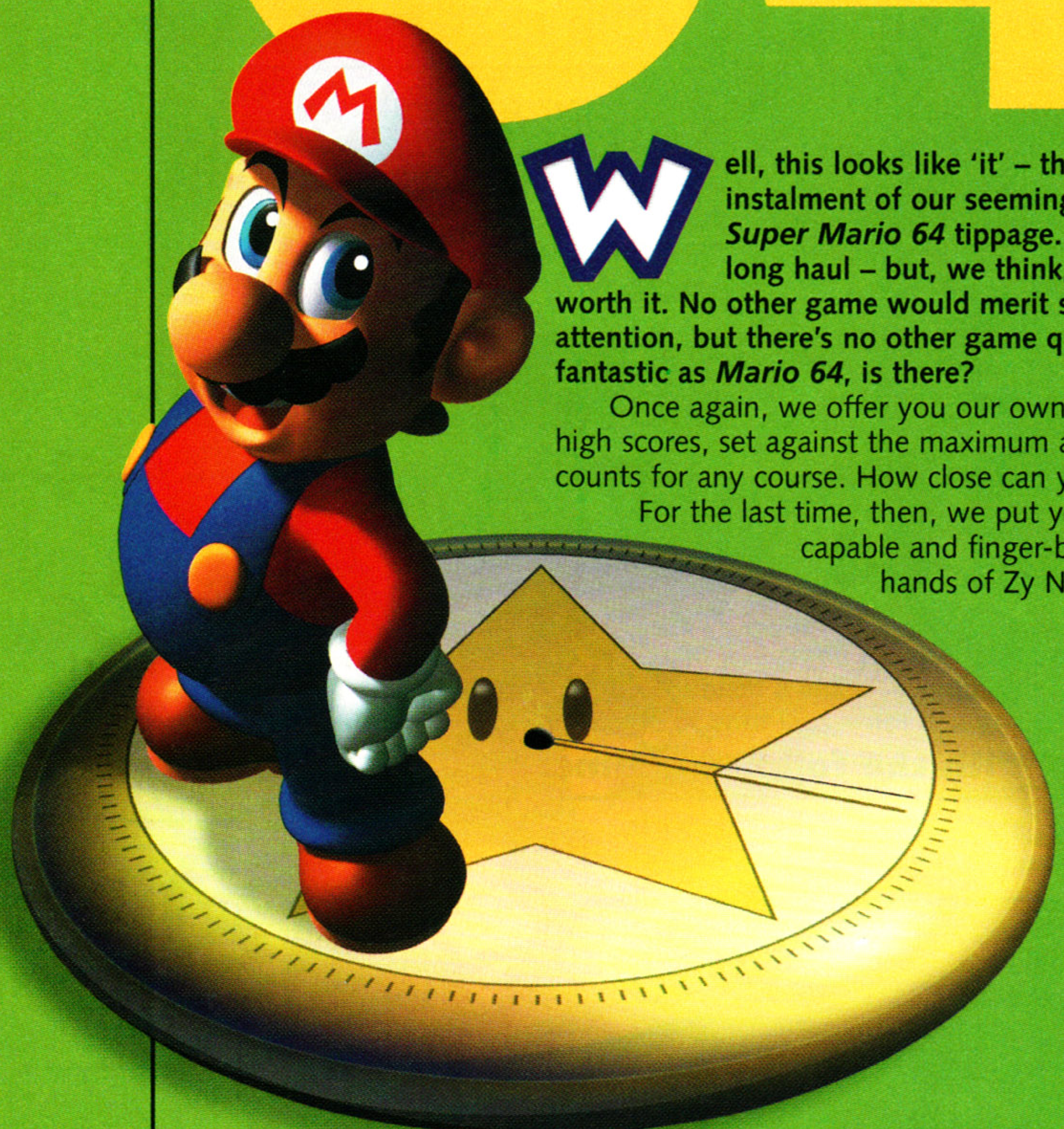
Name: ______

Address: ______

Use a photocopy if you don't want to hack up your prized copy of N64 Magazine, and enclose a suitably-sized stamped addressed envelope if you want photos or tapes back.

HOW TO...

get a 'perfect' high-score on SUPER MARIO 64



Well, this looks like 'it' – the very final instalment of our seemingly endless *Super Mario 64* tippage. It's been a long haul – but, we think, entirely worth it. No other game would merit such lavish attention, but there's no other game quite as fantastic as *Mario 64*, is there?

Once again, we offer you our own coin count high scores, set against the maximum available counts for any course. How close can you come? For the last time, then, we put you in the capable and finger-blistered hands of Zy Nicholson…

PREVIOUSLY IN N64 This is the second part of our guide to a 'perfect' *Mario* score; refer to issue 4 for the earlier bit.

COURSE 11

Wet Dry World

Perfect Rating: 152



That target breaks down to 107 coins in the upper world and 45 in 'Atlantis'. Since you can't return from the sunken city, be absolutely thorough before taking the plunge. You may have missed !-boxes near the pushable metal cubes, or on top of the tall cage, and there shouldn't be a single cork block left unbroken.

Blue Switch

Needless to say, the water must be drained completely for this to operate. That means you'll need to use the cannon to reach the sunken city, rather than entering the course picture with a somersault as revealed in last month's shortcuts.



Heave-Ho

These clockwork dust-busters seem to offer a helpful lift, but can you really trust an appliance with a Bowser logo? It's more likely you'll discover a nasty death loop wherein one Heave-Ho propels you straight into the shovel of the next before you have a chance to recover. They cannot be destroyed.





The N64 "Just can't get enough *Mario*" high score table

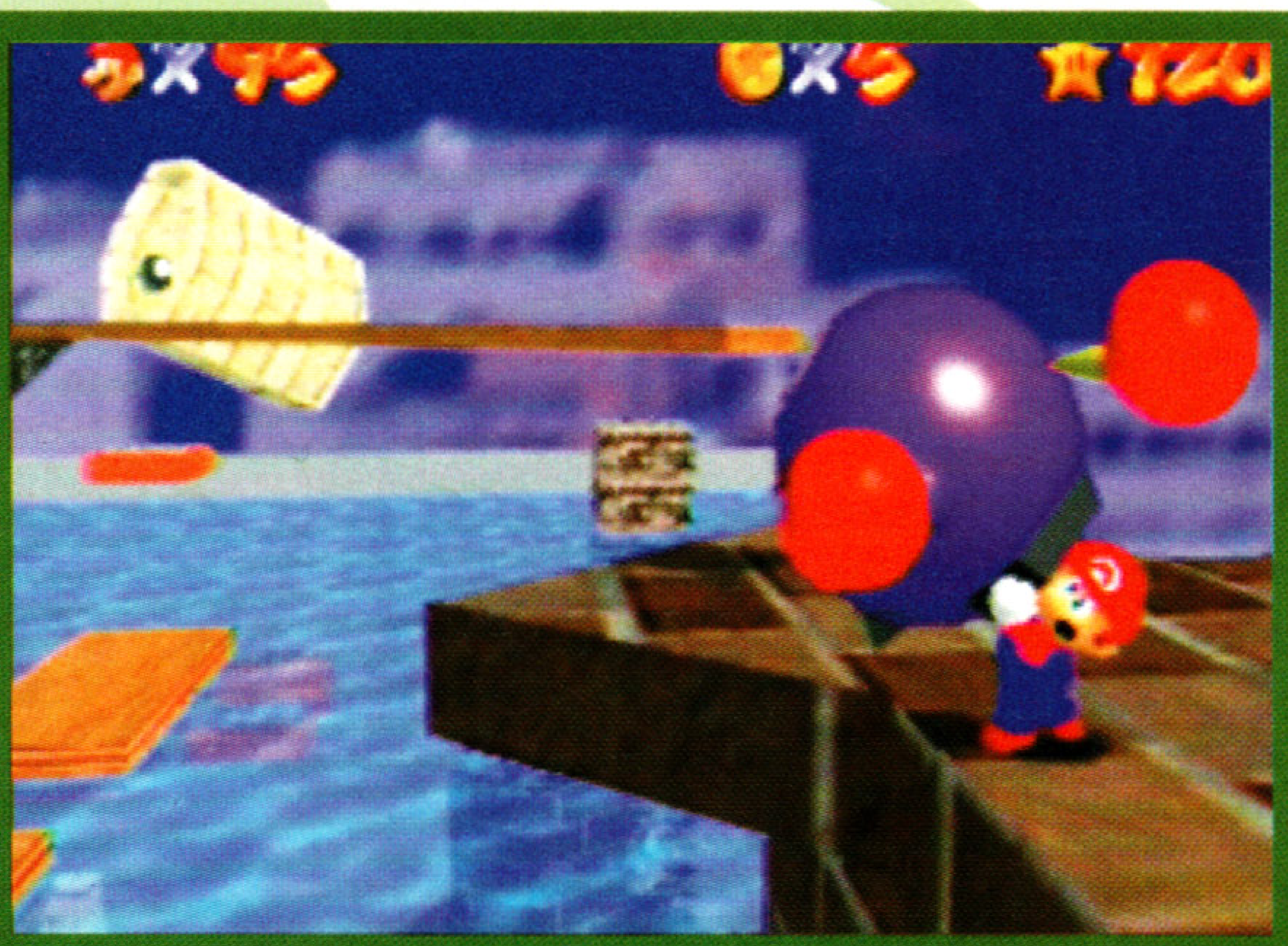
	Course	Total Coinage	N64 Hi-Score
1	Bob-Omb's Battlefield	146	141
2	Whomp's Fortress	141	141
3	Jolly Roger Bay	104	104
4	Cool Cool Mountain	154	153
5	Big Boo's Haunt	151	151
6	Hazy Maze Cave	132	132
7	Lethal Lava Land	131	130
8	Shifting Sand Land	136	132
9	Dire Dire Docks	106	106
10	Snowman's Land	126	126
11	Wet Dry World	152	152
12	Tall Tall Mountain	137	133
13	Tiny Huge Land	192	162
14	Tick Tock Clock	128	127
15	Rainbow Ride	164?	124

Flamethrowers
These innocuous black spheres that puff homing fireballs when you approach are indestructible, but you can disable them in Wet Dry World by raising the water level. And flamethrowers can have one positive effect. When Mario's pants are on fire, he can run up steeper slopes than usual. If you can bear the damage, deliberately intercepting a fireball offers a potential shortcut in places like the Tiny Land beach.

Skeeters
Sinking coins are a lost cause, so evacuate all the water from your current section of Wet Dry World before squashing the local pond skaters underfoot. On dry land the Skeeters make such a dreadful racket that if you keep your ears peeled you can actually use it to hunt them all down. The reward? A street value of three coins.

Chuckyer
By which we mean the charging purple bombs with a desire to use little plumbers as paper planes. When the bomb comes to rest (assuming you dodged or flipped), pick it up by the hexagonal bolt on its back and lug it to a clear flat space. Given a taste of its own medicine, the chuckyer will explode in a five coin shower.





COURSE 12
Tall Tall Mountain
Perfect Rating: 137

When you start this course, forget everything else and get to the slide race. You're going to keep dying and retrying until you get this section right, or as near perfect as you care. There's a coin and a 1-Up in the chamber at the top of the slide, and if Mario should come a cropper here then immediately re-entering the course picture will return him directly to this section. Indeed, you can happily launch him into the void many times as this treasure-scattered ride is one of the best 1-Up loops in the game.

When you're happy with your collection, exit via the shaft at the end of the track but jump over the fence to the side and proceed as if the course had just begun.



Suicide Bob-Ombers
You can lose coins in peculiar ways. On certain parts of the mountain, particularly while gathering red coins from the giant mushroom patch, don't be surprised to see a Bob-Omb from the ledge above tumble past with a puff of smoke. It got its X and Y right while hunting you down, but didn't figure on the Z...

New Shortcut
Horrors! Our otherwise perfect speed guide neglected one important shortcut on Tall Tall Mountain. Upon entering the course, turn 180° to head down the slope and around the corner. You'll see a 1-Up Mushroom on the precipice below the slide race exit. As you run over it, maintain direction and make a leap of faith from the mountainside. A rising air current will pick you up and raise you to the next plateau.

That's if you're lucky enough to find the thermal, as it remains invisible until you hit the right spot. And there's a purple Chuckya to pass, too. The 1-Up Mushroom is provided with good reason, it seems.



WHERE'S WALLY?
Have you obtained a second joypad yet? You really should, although this is possibly its most trivial function. Having beaten Bowser In The Sky and completed the game, you can use controller two's joystick to direct the camera perspective of the scenes shown in the end sequence. The odd thing about this facility is that it continues working into the credits: by turning to look in the right places, you can spot Mario somewhere in the scenery of every course highlight. A secret is revealed if you point the camera up and to the left while the giant Power Star descends, when you'll see Yoshi standing on the edge of the castle roof.







A MATTER OF LIFE AND DEATH...
... is our casual cinematic reference to a lovely little Nintendo touch courtesy of Koji Kondo, the music composer. Once you have 50 Stars, you can enter the Star Door at the top of the castle, although you'll find yourself running up an infinitely looping staircase and never quite reaching the final conflict until you possess the necessary 70 Stars. As you do, listen out for a clever harmonic trick creating an aural illusion that the music is constantly rising in pitch.

THE SUPER JUMP
Apart from 100 lives, the 'gift' that Yoshi mentions is to turn your triple flip into a (not-so-) super jump. If you've spent ages pondering its purpose, as we did, then try a triple flip from the castle roof to the moat below. While sparkling in the fourth bounce, Mario is invulnerable and will take no damage from the fall.

But it doesn't open up any new areas and we've never found a proper use for it.

GO! GO!

THE CAP TRICK

Mario can actually lose his cap in three places – on courses 8, 10 and 12. In Snowman's Land, for instance, he can part company with his headgear when the Giant Snowman puffs him from the penguin's bridge. Before you collect it, then, use the teleport a few times: extra caps will appear on top of the original as a result. Slowly tiptoe towards the pile so that you pick up just one, leaving the rest in the snow, and repeat the trick from the bridge. The game will crash if you produce around 50 'spares', though, so don't get carried away.

An extra glitch may occur if you pick up several at once, so try this in Shifting Sand Land. When the vulture has your cap, jump and kick him so that he drops it out of immediate reach. Use the oasis palm teleport several times, back and forth, then pick up the pile of multiple hats. By collecting the lot in one, Mario should keep a single cap held in his fist. Better still, grab a Wing Cap before returning to collect them: you can now fly without wearing the wings.



If you should quit the game when Mario is still without his cap, here's where to look for it on your return. He takes double damage in this 'ginner' state, so you'll want to recover it as soon as possible.

Course 8 – Shifting Sand Land
Klapto the vulture has your cap. Stand atop the red pillar near the oasis palm and he will soon start circling you, whereupon a timely jump will knock it from his talons. If you still can't find it after this, see if it's 'stuck' to the sides of the pillar.

Course 10 – Snowman's Land
One of the snowmen nearest the cannon will appear with your cap when you approach. He even wears it with a Marlon Brando tilt, the cheeky flakester! Defeat him with the technique we've described earlier and nothing but your personalised beret will be left in the snow.

Course 12 – Tall Tall Mountain
Predictably, your classic headwear has been filched by the first monkey near the rolling log. Catch him and pick him up as usual to reclaim it. The wind blast from the Fwoosh cloud will often snag your cap half-way down a mountain side, though, so it's easier to restart the game if you can't find it.

COURSE 13

Tiny Huge Land

Perfect Rating: 192

Wooden Posts
A second wooden post crowns Lakitu's Island just off Huge Land beach, but to reach it you need to launch yourself from the Shyguy and thus miss collecting its two coins to gamble on a potential five. If anybody has discovered a surefire way of jumping to the island, write to us now.

Collecting both coins at the top of the beach produces a 1-Up Mushroom.





Blue Switch
This is inside the mountain, on the highest ledge of the red coin stash. For a decent High Score you actually need to enter the mountain side and collect all the red and blue coins, then carefully make your way back outside and continue so you can finish by tackling the Wiggler boss and nicking the ten coins in its lair.

Bubba
The jazz-shaded offspring of Boss Bass is slow but threatening. Regardless of health, you'll be killed instantly if you're careless enough to be swallowed whole.

Micro-Goombas
The inhabitants of Tiny Land are a perfectionist's nightmare. If they hit you before you hit them, they vanish forever in a puff of smoke and won't release a coin. The solution calls for a special move in Mario's repertoire that most players never use – the low roundhouse kick. Hold Z to crouch on the spot and wait for the Micro-Goomba to charge, hitting B just before it impacts (practice really pays off, as ever). You'll chip the coin into the air, which can be problematic, but this sweeping attack has a much better success rate than jumps or butt slams.

Giant Goombas
Worth a yellow coin if you jump on them normally: use a butt slam and they flatten with a pop for a blue coin. This is the secret to major scores in Tiny Huge Land, and also lets you squash them from quite a generous distance. Giant Goombas are immune to the Koopa Shell.

Lakitu
Related to your own camera guy, but not in a friendly way, the cloud rider is easily dispatched with a double jump by watching his shadow. Given a chance this Lakitu will drop Spinies, living mines that trundle around on tiny legs. Spiney spines can hurt, and even stop a Koopa Shell, but with careful punches you can slowly nudge them off a ledge or into deep water.







COURSE 14

Tick Tock Clock

Perfect Rating: 128

Stop the clock with last month's method and use our wall-kick shortcut to climb the tower. The only real enemies to fight are those two Bob-Ombs at the start: everything else is a case of making the jumps and punching the boxes, praying that you don't (as we did) lose a coin to the misty depths below. If you're feeling about ten coins short, you may not have discovered the !-box that sits on a floating central island beneath the upper clock hand.



Blue Switch

Follow last month's directions for Star 2. When it's triggered, you'll need to run back along a narrow path for a tremendous but short-lived stash of blues.

Shortcut!

Now, this is good. With credit to Stuart Campbell, it turns out that you can get ALL the stars on this course with the clock stopped. Star 3 is just a short drop down from the hexagonal cog nearest Star 1, and the angle is much easier than it looks.





As long as you jump from the edge rather than drop off, you have the power of analogue stick aftertouch to guide yourself into the wall niche. Lovely.

Star 4 is a little trickier, but still beats all that messing about with rotating cubes. Once you're on the approach to the upper clock hand's boarding platform, you can long-jump across to the space underneath the Thwomp (you'll surely have done this to get the coin box). With a triple jump in this space from the edge to the back wall you can just get high enough to hit the wall ABOVE the slippy slopes, whereupon a wall-kick from here will give you all the height you need to grab the Thwomp's pedestal. Zip underneath him to the stationary conveyor belt and proceed as usual, jumping onto his head (he's still moving, after all) and getting a lift up to the star.

Silly Thing

As we hinted before, some mushrooms don't give up. Climb the pole near the heart restorer but, instead of doing a handstand, just jump backwards at the top and leg it. With reverse somersaults you can keep dodging the little 1-Up until one of you is exhausted. Not quite a match for gull-skipping in Yoshi's Island, admittedly, but unusual nonetheless.

COURSE 15

Rainbow Ride

Perfect Rating: 164

This isn't pleasant, as it pretty much demands you follow the routes for collecting all six stars, in succession, without stopping or screwing up or saving your game at any point. There are surprisingly few coins for such an enormous course, and you'll be cursing when you see that bob-omb or flyguy bounty rolling off into the blue.

Blue Switch

See last month's guide for the wall-kick trick to this coin shaft. Even when you know what to do, the time limit is so tight that it should probably be the first task of any coin-collecting challenge. No second chances.



Donut Planks

As soon as you step on this, you've initiated the countdown to its descent, so you can't make it last longer with the old hoppity-hop Donut Block trick from earlier Mario games. But you will find the reverse somersault most useful for running across, grabbing the treasures on the end plank, then getting up to the next platform before they even move.



Want some more? Then ferret out Zy's "How to get 70 stars as fast as possible" guide in issue 3.

BECOME THE UNDEAD

This only works with the original Japanese cart, so you can guess how important it is. For total and utter completism, though, here's what you do. Enter any of the Star Door courses and get to a Bowser battle – Dark World is easiest. Let the Great Spiny One breathe fire and you'll see that red flames randomly turn into yellow coins. Keep dodging to collect those coins and – yawn – some 30 to 45 minutes later, your cash count will approach a four figure sum. At exactly 1000 coins, your life counter will change to show "M25" (US and European carts stop dead at 999).



You are now in the anti-life: every time you die you'll earn an extra M-life, whereas 1-Up mushrooms will reduce that figure until the effect is nullified. To maintain their immortality, good players may need to indulge in some Lost Boys recklessness now and again.

THE DEATH LOOP

To do this you'll need to have activated the cannon on Course 11. Jump inside and point your sights at the sun, then pull back as far as you can so that you're aligned as high as possible on the middle sunbeam. When fired, Mario hits an invisible barrier and drops back down to the cannon emplacement. After taking damage from the fall he rolls back into the cannon ready for another blast – even if his health meter is empty. Until he's in a position where one of the pre-determined animations can take place, you can do this indefinitely – but Mario's living on borrowed time.







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You're through to...

THE NINTENDO

Wipe the beads of sweat from your furrowed forehead, unclench your fingers from the smoking joypad and sit yourself down for a moment. Just relax. Everything's going to be all right. Because – look! – here come the elite tipsters of the Nintendo Hotline, a highly-trained posse of gaming pros dedicated to extricating you from your most stress-inducing Nintendo nightmares...

This month on the Hotline has been a remarkably quiet one, due to the fact that most of the staff have had to be tranquilised after the truly awesome experience that is multi-player *Mario Kart 64*. Not since the pictures of the last staff party were leaked to the press has there been this much excitement over acts involving more than two people.

Also being played in the office is the remarkably well-converted *Killer Instinct Gold*. Big-hearted lummoxes that we are, we've always had a bit of a soft spot for the *Killer Instinct* games, and this version runs at almost the same speed as its American counterpart. No bad thing in our books – and in the next few months things are set to get even better with the imminent release of even bigger and better games for the N64! Blimey!

Until the next time, then, keep 'phoning...

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor, they are one of the finest gamesplayers in the country, and the perfect coach to help develop your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

MARIO KART 64

Common Questions

Q Who is the best racer?

A There is no best racer; it depends on your skill level. Practise with all of them to find the racer who best suits your skills and style. For beginners, use Mario or Luigi. For more advanced racers, either Toad, Yoshi or Wario. If speed is your game, take the Princess.



Q Can I use the first-person perspective view like in the demo/replay?

A No.

Q The characters on the title screen are going the opposite direction to the way they normally do, and the colours are different! What's wrong?

A The game has got the 'extra' tracks on it.

Q Is there any reason I should beat 50 or 100cc? Why don't I just go straight to 150cc and beat that to get the 'Extra' option?

A You should beat the 50 and 100cc challenge levels to get really good at the courses, so you have a chance at winning the 150cc level. You don't need to, but it's a good idea.

Q Can two players play as the same racer?

A No.

Cheats and Codes

Reverse Tracks

As most people know, there are mirrored versions of all the cups available if you complete the 150cc cups and get a first place on each one. The title screen will change, and the characters will face the opposite way, once the extra tracks can be selected.

Course Ghosts

On three courses of the game, there are special 'ghosts' who will challenge you to race them if you manage to beat set times on that course. The courses and times are listed below, but be aware that these are only rough approximations of the times needed. In all cases, it should be mentioned that the 'powerslide' technique is almost certainly vital to attaining these times.

COURSE	TIME NEEDED
Mario Raceway	1' 46" 00
Luigi Raceway	2' 12" 00
Royal Circuit	3' 10" 00

Powersliding

In order to gain truly exceptional times on the courses in *Mario Kart 64*, you must become a master of this technique. When preparing to turn into a corner, hold the top R button to begin sliding. When the cloud of smoke begins to emanate from your kart, quickly hold the control stick in the opposite direction from that in which you are turning, then pull back in the direction of the bend. This should turn the smoke yellow. By repeating this technique, the smoke will turn red, after which releasing the R button will give your vehicle an extra kick of speed as you come out of the bend.



☎ (01703) 652222

HOTLINE

KILLER INSTINCT GOLD

Hints and Tips

PLAY AS GARGOS



Description: This code allows you to play as the boss of the game, Gargos. Ugly fella, ain't he?
Instructions: Turn on the game, wait until any of the character bio screens appear, then press Z button, A button, R button, Z button, A button, B button. After you hear Gargos laugh, press Start.

SKY STAGE



Description: This code allows you to fight on a special Sky Stage. Players can be knocked off the edge at any time during the match. This code is given to you after you beat the game on the hardest level.
Instructions: On the two-player character select screen, while each player is holding Down on the control pad, press the Medium kick button when selecting your preferred character. Both players must do this for the code to work.

SPECIAL COLOURS

Description: This admirable little code allows you to choose any one of three additional colours for your character – gold, white and shadow – without having to beat training on the hardest level. These colours save to the Controller Pak.
Instructions: Turn on the game, wait until any of the character bio screens appear, then press Z button, B button, A button, Z button, A button, L button. After you hear a voice say "Welcome", press Start.

ENABLE ALL OPTIONS

Description: This code allows you to access all five special options, without having to beat each training level. Who could ask for more?
Instructions: Turn on the game, wait until any of the character bio screens appear, then press Z button, B button, A button, L button, A button, Z button. After you hear a voice say "Perfect", press Start.

SEE END CREDITS

Description: This code allows you to view the end credits.
Instructions: Turn on the game, wait until any of the character bio screens appear, then press Z button, L button, A button, Z button, A button, R button, then Start. The credits will automatically appear if the code is input correctly.

ARENA/MUSIC SELECT

Description: Allows you to choose the background stage or music during a two-player game.
Instructions: The first player to choose their character selects the stage. The second player picks the music. All codes are performed while selecting your character.

1. **Castle:** Up and QP
2. **Jungle:** Up and MP
3. **Spaceship:** Up and FP
4. **Stonehenge:** Up and QK
5. **Museum:** Up and MK
6. **Helipad:** Up and FK
7. **Bridge:** Down and QP
8. **Dungeon:** Down and MP
9. **Street:** Down and FP
10. **Dojo:** Down and QK
11. **Spinal Ship:** Down and FK

RANDOM SELECT

Description: Allows each player to have the computer randomly select a player for them.
Instructions: On the Player Select screen, press Up and Start.

Moves for Gargos

DASH

Roll Forward, Down-Forward, Down, Down-Back, Back in one continuous motion, then press Medium or Fierce kick.

CLAW UPPERCUT

Forward, Down, Down-Forward in one continuous motion, then press Fierce punch.

SPITFIRE

Roll Down, Down-Forward, Forward in one continuous motion, then press Quick punch – easy and useful!



POUNCE

Roll Back, Down-Back, Down, Down-Forward, Foward in one continuous motion, then press Fierce kick.

AIR FIREBALL



(In the air:) Roll Down, Down-Forward, Forward in one continuous motion, then press any punch button.

FLY

Hold Up-Back or Up-Forward and press Fierce punch.

LINKER

Forward and Fierce kick at the same time.

COMBO BREAKER

Claw Uppercut (Forward, Down, Down-Forward in ne continuous motion, then press Fierce punch).

OPENERS

An Opener is a move that starts a combo. Openers can be any kind of attack, or Special Move, that doesn't knock your opponent down. Basic Openers include Jump-in attacks, Pressures and 'Opener' Special Moves. Gargos's Openers are either Dash or Pounce.

PRESSURE

A Pressure is a Special Move that can give you two quick hits. Pressures can be used effectively as Openers, Auto-doubles and even Juggles – which is nice. Gargos's Pressure is Forward and Fierce kick at the same time.

SAMPLE COMBOS

Gargos only has a few combos, and they are very short. The two combos below are just examples.
Basic Combo Philosophy: Opener + Auto-double + Linker (or Super Linker) + Auto-double + Combo Finisher = Combo.
Combo 1: Dash with Medium kick + Quick punch or Quick kick + Claw Uppercut = 4 hit Super Combo.
Combo 2: Pounce with Fierce kick + Medium kick or Medium punch + Claw Uppercut = 5 hit Hyper Combo.



GO! GO!

TIPS EXTRA

Our reviews are always packed with all the cheats and tips we can find for N64 games. This month, though, quite out of the blue, some remarkable *Shadows of the Empire* codes have been helpfully published by Nintendo of America. Ever wanted to 'be' a Storm Trooper?

NEW HIGH SCORE!

Along with the massive *Mario Kart* competition we're running in this issue, we're also going to have a little one here. The prize, as ever, is a fine Sharkpad Pro 64 joypad from our friends at Interact (01202 862 0265), but rather than getting you to send in your best Mario Raceway times, this month we want your Luigi Raceway laps.



Luigi Raceway might at first glance seem a little easy. However, to get a really good time, you'll need to be extremely adept at power sliding for mini-turbos – three or four on each of the long sweeping corners.

Anyway, if you can beat Jonathan's time below, send a photo of your achievement to arrive here no later than the 22nd of August. Oh, and by the way, your time MUST be achieved on the PAL version of the game – we can spot NTSC entries a mile off, so it's not worth trying to cheat. Mark your entry "Here's my Luigi Raceway Time" and send it to:

New High Score
N64 Magazine
30 Monmouth Street
Bath BA1 2BW.

THIS MONTH'S TIME TO BEAT:

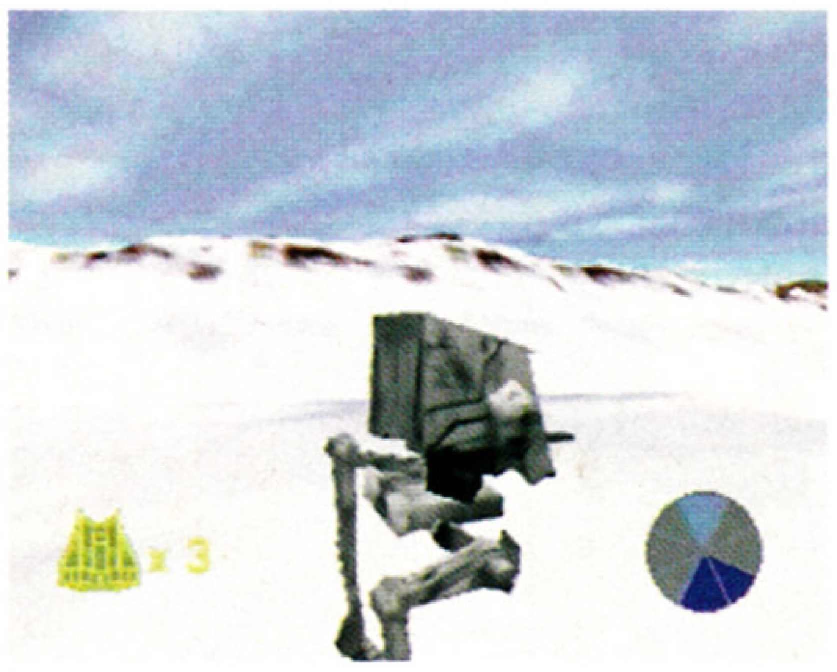


Mario Kart 64
Luigi Raceway 02'06"46 (PAL)

SHADOWS OF THE EMPIRE
(Nintendo)

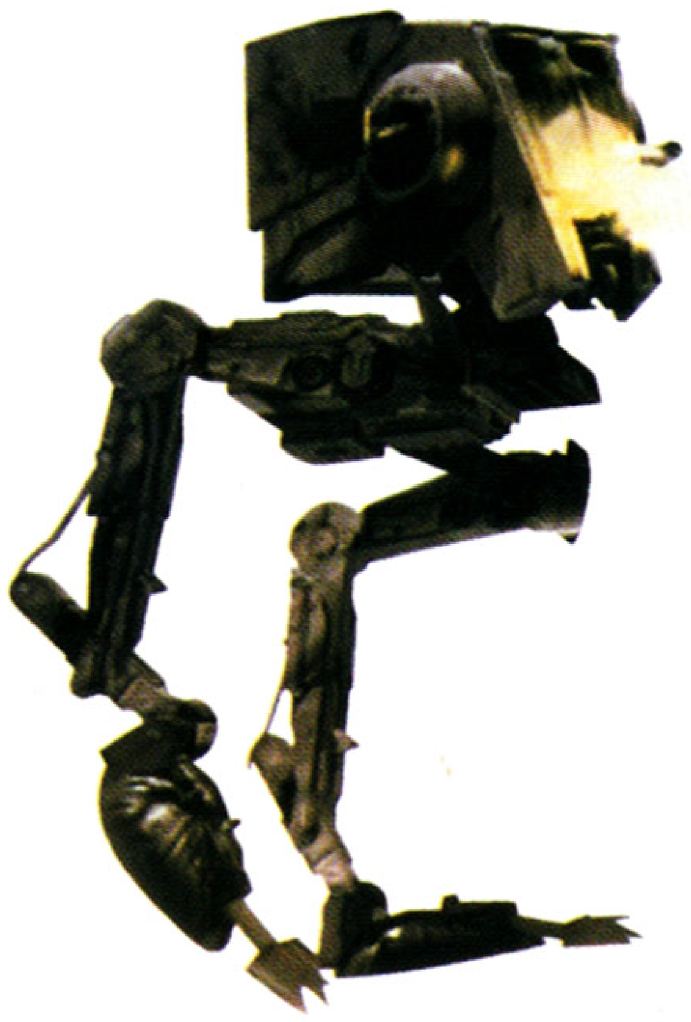
ALTERNATIVE CHARACTERS

For all these cheats to work, the following instructions have to be followed precisely. Select a new game slot and enter your name as _Wampa__Stompa. (This bit is case-sensitive, with _ as a space.) Now select Medium as the difficulty level and start your game. With your game in progress, pause it and put the controller setting to Traditional.



AT-ST

Once the AT-STs appear in the second round of the Battle of Hoth, press Left on the D-Pad and Right C simultaneously. Now quickly press Up on the D-Pad and use Right C to scroll through the camera views until you see the AT-ST. Once selected, use the D-Pad to control your walker and press Up on the D-Pad to shoot down Rebel Snowspeeders.



WAMPA

During Level 2, Escape from Echo Base, press Left on the D-Pad and Right C simultaneously. Press Up on the D-Pad as before and scroll



through the available views until you see the Wampa. Control is the same as for the AT-ST except this time it's Down on the D-Pad to attack.

STORM TROOPER

Again during level 2, press D-Pad Right and Right C simultaneously. Now press D-Pad Up and scroll through the available views to find the Storm Trooper. D-Pad controls your clone and, as with the Wampa, D-Pad Down is the attack command.



If the character you're playing dies, simply repeat the trick to get another one. Unfortunately, the Wampas and Storm Troopers are incapable of operating switches or, it seems, climbing stairs. Ludicrous creatures.

SUPER MARIO 64
(Nintendo)

It's almost unbelievable, isn't it, that after so much in-depth *Super Mario* coverage, we still continue to discover new secrets and tricks? But in a spirit of awestruck respect, we will continue to present you with such treats as further proof, long since superfluous, that *Super Mario 64* is the finest videogame ever created in the whole history of ever. Ever.

PODGE PENGUIN

Issue 1 mentioned how the baby penguin imitates you if you do a running dive near it, but have you



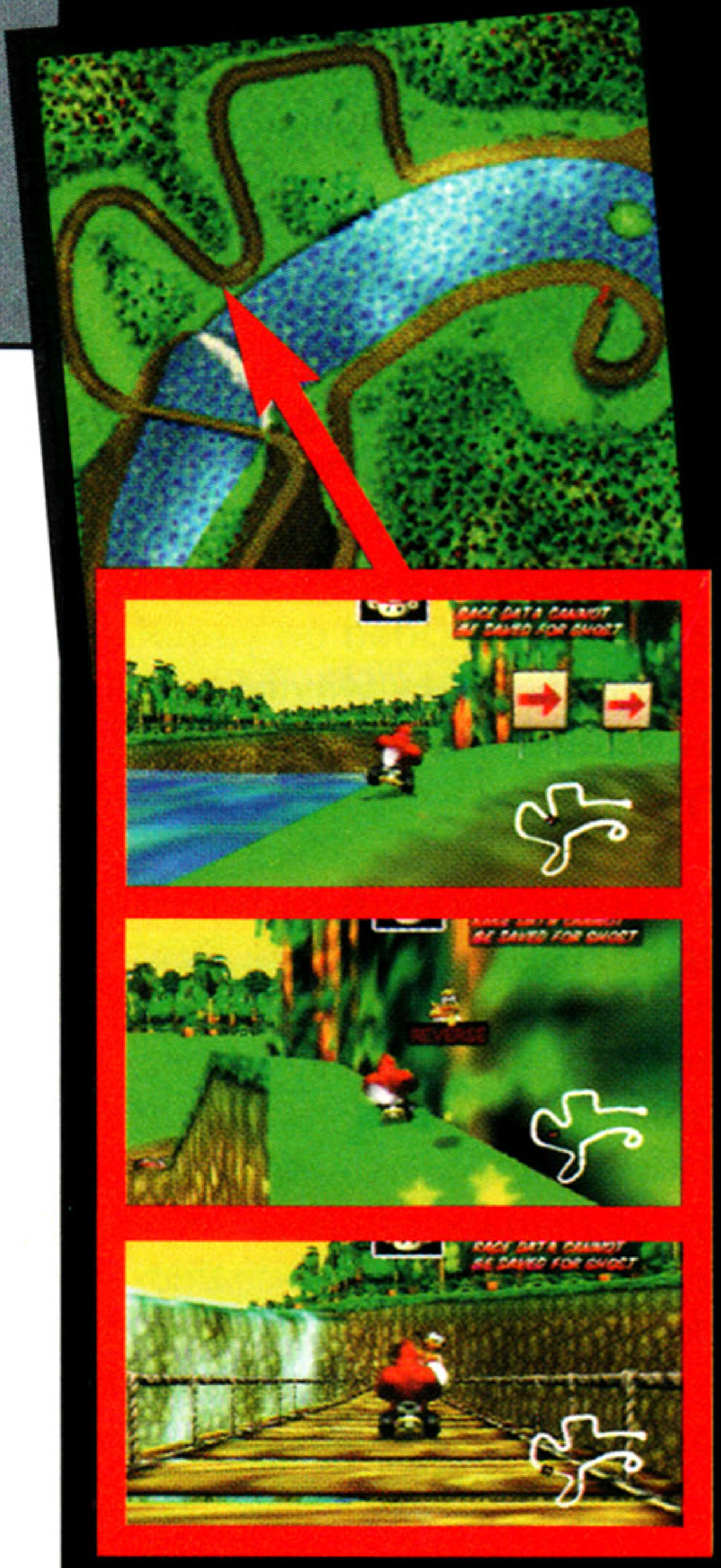
tried stealing the baby back after returning it to its mother?

Another small Nintendo-ism can be found on Course 4's ice chute by re-entering the penguin race at Star 3. If you have all 120 Power Stars, your 'out of shape' penguin opponent puts on a little weight and makes a more formidable track-hogger on the slide. Be warned: this new challenge is not for the short-tempered…

READERS' TOP TEN TIPS

Hello, and welcome to another Readers' Top Ten Tips! It's been a fantastic month for reader tips, what with an all-new short-cut on *Mario Kart* and, not content with that brilliance, a way to get a 0"00'00 time for your race with Koopa the Quick in *Super Mario 64*. There's more, too! The radar trick for four-player *Starfox* is especially cunning – if the person who sent it in rings us with their name, we'll get a badge to them as soon as possible. Daniel Glenfield's *ISS64* tip is useful for all you customisation fans out there, and for the poor souls labouring away with *Mortal Kombat Trilogy* and *FIFA 64* there's even some cheat relief for you. Truly, a cheat bonanza.





1 Mario Kart 64
I've found a short-cut on DK's Jungle Parkway no one else seems to have found. You can jump round the trees by the side of the hairpin and take a narrow gangway to cut across to the rope bridge. Even if you get knocked off by the barrage of coconuts, you'll still be picked up and put on the bridge.
Mark Wilkinson, Fairwater

2 Super Mario 64
If you jump out of the surrounding area of Koopa, where you land is the position you'll start the race from. If you then go and get the winged cap and pull off a triple jump with the third jump in Koopa's surrounding area, you'll take to the skies. If you fly straight into the cannon behind you, fire up to the cannon on the flying island, and then fly to the flagged pole and slide down it, you should find yourself with the time of 0'00"00.

You may find that Koopa keeps stopping you as you try to jump away, but eventually you should get the hang of it. I enclose a (rather blurred) photo of my achievement.



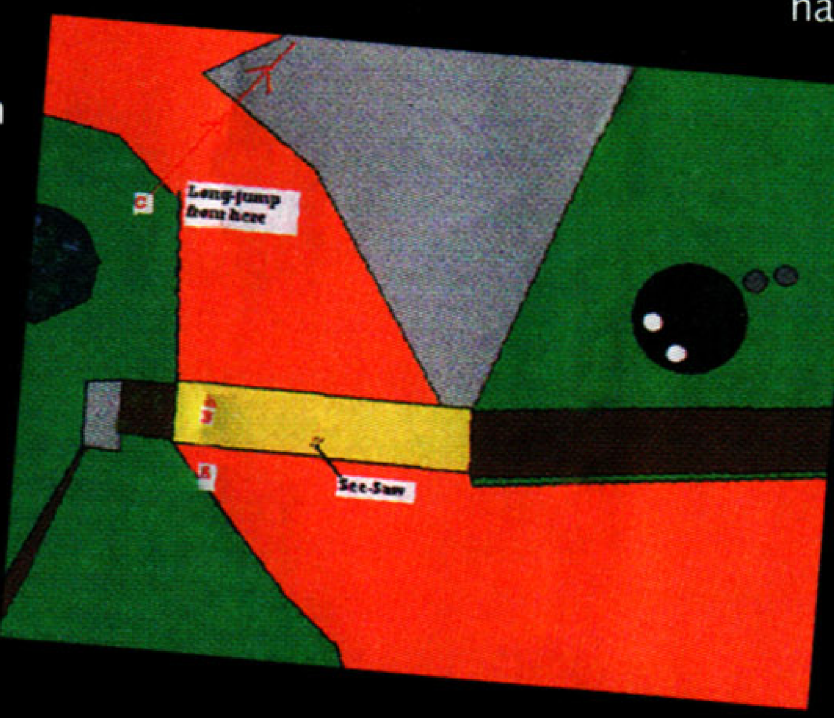
3 Starfox 64
In four-player *Starfox*, fly low to the ground to avoid being picked up on the radar. This way, you'll be able to sneak up on your enemies.



4 FIFA 64
If you want to beat the pants off the CPU in a one-player game, go in to the game as the team you want to be, but then go to Controller Select and change to the other team by pressing Right or Left. Now start playing, score as many own-goals as possible, and change back to your own team at the last minute. You'll now almost certainly win the game.

5 Mortal Kombat Trilogy
When your opponent performs a Babality on you, hold down both punches and both kick buttons to become full-size again. You'll then explode.
Ugo Unosu, Liverpool

6 Super Mario 64
To get times under 31 seconds in the first race with Koopa the Quick, follow this clever tip. From the start, head left and reverse somersault up onto the see-saw (from A to B). Jump straight up on the higher level and run towards point C. Now long-jump onto the grey slope. You won't be able to run all the way up here, but, just before you slide back, jump and press C to dive up onto the brown path. Continue on, and when you get to the slide back down (with the red coin), go right up to its edge and do the backwards somersault again against the green wall to your right. You should now be just about able to grab the ledge above. You're almost at the top and a quick reverse somersault will finish the job. Provided you don't mess up and do lots of long jumps on the straights, you should break all your records with ease.
Stephen Farrelly, Dublin



7 Turok
If you save a game with Turok in good health and with plenty of ammo, you can use it as a refill device in the Bonus levels. If you enter a bonus level (though one of the disappearing blue portals), just before you fall into the blue water (the stuff that takes you back to the beginning of the bonus level to retry it), press Start to pause the game and load your saved game. Instead of loading your game, the computer will put you back at the beginning of the bonus level, but with all the ammo and health attributes of your saved game.
Matthew Howell, Port Talbot

8 ISS64
If you're creating a player and the computer gives him terrible stats, select OK and Yes. Now, when it asks you if you wish to register your player, select No and choose Yes to re-enter the name etc. The stats will now have changed, and if you're patient, you can keep doing this until you've built an entire team of great players.
Daniel Glenfield, Abingdon

9 Mario Kart 64
In the Battle Mode on the Skyscraper level, drive into one of the five gaping pits and hit the wall just as your opponent loses his last balloon. If you time this right, the 'Battle ranking' screen will show you a close-up of your racer tumbling down and being fished back by Lakitu, who takes you back to the arena and steals one of your balloons. If you do this with only one balloon left, clouds of smoke will envelope your racer after he's been placed back onto the arena. Useless, I know, but quite fun.
V Kraetke, Amsterdam

10 Holidays
If, like James, you're going on holiday, make sure you've booked your destination close to an erupting volcano. The stream of refugees clogging your resort and the threatening cloud of volcanic ash on the horizon are sure to make your holiday that much more exciting.

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. And if you get the coveted Number 1 slot, we'll send you something just a little bit special. Don't send us stuff we've already printed, though. It makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

....

....

....

....

Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



Hello there, and welcome to another mammoth dollop of your own opinions and questions. Is the Nintendo 64 "good" or "crap"? Does *Turok* make you sick? Why does Mario have lumpy gloves? The answers to all these important posers, and more, are debated at length in the sentences which follow.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!

"Put to rest"

Having recently purchased an import Hong Kong N64 after owning all other consoles and a hi-spec PC with a 3DFX graphics accelerator card, I thought I'd drop you a line to say some things. Firstly, my initial concerns about the N64 and its choice of game format have been put to rest. Tiny games, weedy sound and no Full Motion Video, people said – but all were wrong! *Super Mario*, *Turok* and the rest of them all boast massive, varied levels, excellent sound and real-time polygonal cut scenes to rival any FMV! I admit to liking the PlayStation, but its graphics are looking a bit dated now.

When I first fired up *Pilotwings 64* and *Super Mario 64*, I realised that this was the real deal! No warped, blocky, pixellated graphics with late blocking-in or horizon pop-up. Just superb, smooth, highly realistic graphics which stretch out as far as the eye can see! Awesome! And since these were the launch games, just imagine what the games will be like in a year's time!
Robbie Donald, Edinburgh.

Awesome indeed. N64 owners, it would seem, are among the most excited people in the world. **Ed**

"Class and charisma"

As I scanned over the magazines in the local newsagents, there was one that caught my eye straight away. You guessed it, it was yours, and as I peeled back the shiny, glossy cover I never thought for one moment that it would give me so much pleasure.

Every word, every sentence, paragraph and picture oozes with colour, class and charisma. Why waste precious money on the Internet looking up badly-scanned pictures of Mario when I can spend it on this tremendous piece of artwork? But, oh no, it isn't just pretty pictures – every sentence is crammed with tips, jokes, facts and suprises. Hurrah.

As I stood in the newsagents, enthralled and completely overwhelmed by this, I could tell that the spotty, young, dodgy-looking shopkeeper was about to ask me: "Are you going to buy that or just stand there and look at it?" And, suprisingly enough, he did. That was a bit of a stupid question – of course I was going to buy it. So I quite happily gave over my meagre two pounds and ninety five pence, and every penny – every half-penny – was worth it. I'm delighted to report that it has changed my life for ever.

So well done to you all, every single one of you, from the editor to the coffee-maker. It's worth all the trouble you go to. Good on ya. Oh yeah, and is there any way of getting the first issue? I seemed to miss it.
J Merry, Stroud

Sheesh. Modesty forbids us from printing too many letters like this, but every once in a while we can't help ourselves. They're like irresistible custard doughnuts. But issue 1's sold out. Sorry. The only copy we've managed to hold on to is now kept in a hermetically-sealed vault deep below the N64 office, and is only removed once a month, using white silk gloves, to be gazed upon in fear and wonder. **Ed**

"A bit unclear"

In the latest mag it's a bit unclear what version of *Mario Kart 64* is getting the high rating. The comment 'crap PAL conversion' and the box on the conversion don't seem to mesh with the bulk of Jonathan's review, where he obviously adores the game. Would he still like it if he'd never seen the Jap/US version?
Sanjay Wadhwani, via e-mail

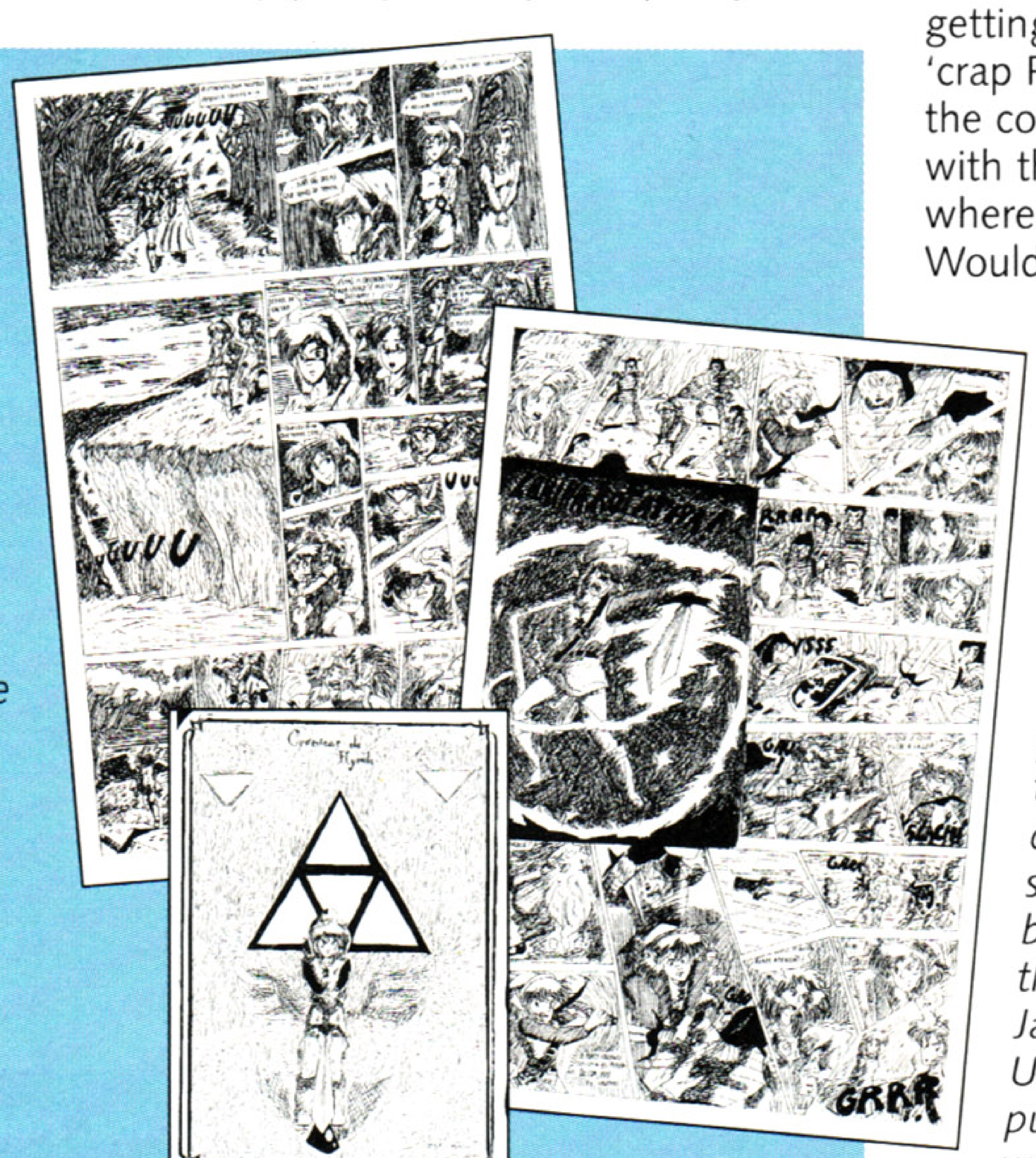
Our Mario Kart review was based entirely on the UK version, which remains a superb game despite Nintendo's lazy PAL 'conversion'. The times we printed were all ones I got on the UK version, too, although I didn't have long to hone them, so a couple of them might be a bit crap. Most of the pictures, though, were taken from the Japanese version, because the UK one went funny when we put it through the awful PC we're forced to use for taking screen-shots. Clear now? **Ed**

"Please do something!"

All is not good… I was going through some French Nintendo magazines and saw some things that startled me. As we all know, *Zelda 64* will be double the size of *Mario 64*, and producing such a game must be hard. But the French wrote that *Zelda 64* won't be coming out in Europe because it will be hard enough to produce sufficient copies for Japan and America. I felt my heart stopping as I read those bitter words. Please say it isn't true! PLEASE DO SOMETHING! If I don't have *Zelda* in my hands I'll kill those cold-hearted Japanese dogs! (Just don't ask me how…) I'm counting on you to find out the truth! This isn't any old game – it's *Zelda* we're talking about!

I even have plans to draw a comic strip based on the characters. But as I'm still developing my style it won't be published for some time. (And I need Nintendo's authorisation, right?)
Gise La, Portugal

Don't panic, Portugese pal – the French have got it all wrong. Zelda *will inevitably take a month or two to reach us after it's appeared in Japan and America, but it'll get here eventually. I like your comic strip very much, although the only bit I can understand is when Link says "Mais atenção! Hmm…" I think.* **Ed**



"Five hours"

Oh dear, oh dear. *Mario Kart 64* – what happened? I dashed out on Saturday evening and got my copy of the long-awaited PAL version… dashed home and switched it on… dashed through every cup… and finished it.

Dashed through mirror mode… finished. Credits still in English, though – thought they were supposed to change at this point. *(They change into Japanese on the Japanese version, but stay in English on the US and PAL versions. Makes sense, I s'pose.* **Ed***)*

I'm sorry, but £60 should last longer than five hours. I've been waiting with baited breath for a good racer to come out, only to find out that it's far too easy. Come on, Nintendo, you're taking the Michael here. The old SNES one was harder! I was also a little disappointed by the graphics. (Not the characters, though – they're superb.) Yoshi's track is excellent, but the rest are a little lacklustre.
Niniah Carter, London

Ah. You've obviously reached that oh-so-tricky 'Disillusion' stage, highlighted in our review last month and experienced by Mario Kart 64 *players who've completed the much-too-easy Grand Prix mode but haven't yet gone on*



to sample the wonders of either Time Trial mode or the multi-player modes. Persevere and ye shall be rewarded. Honestly. **Ed**

"Generally unwell"

I have owned a PlayStation for almost two years now, but have recently treated myself to a lovely new Nintendo 64, with which I got *Turok* and *Super Mario 64*. However, while I've enjoyed playing *Mario* immensely, I've had quite the opposite feeling playing *Turok*. Each time I've played it, you see, I've felt nauseous, depressed and generally unwell.

I've heard that people feel similar while playing games like *Doom* on the PlayStation. However, prior to playing *Turok* I've never had any such problems with games, including *Doom*. I'd like to ask if anyone else has had the same trouble as me while playing *Turok*.
N J Blackburn, Blackpool

Curiously enough, they have. Doom *and* Quake *veteran Jon Smith reported serious queasiness while he was compiling our 'How to find all the keys in* Turok*' feature in issue 2, and Les Ellis on neighbouring* GamesMaster *magazine has had similar problems. We've no idea why. Jon found that following the ridiculous-sounding advice in the manual to "discontinue use and play again later" was the only option.* **Ed**

"Look forward"

I'm sorry, but I have to write in and complain about your excellent mag. Why oh why do you always say it will be out on a certain day when it always comes out two weeks later? Now, this isn't sucking up, but I do always look forward to reading the best N64 magazine there is.
Daniel Bowers, Hexham

I know, I know, and we're sorry. But the truth is – and this is the honest truth this time – that we finished the whole magazine a day early last month, and Wil was taking it to the printers, grinning broadly, when he left it on the bus. Would you believe it? Anyway, to cut a long story short, after several days of frantic telephoning, we eventually tracked down issue 4 in the left luggage office at Margate bus station. We rushed it to the printers immediately, of course, commandeering all available vehicles, but weren't in time to save you from further late-appearance misery. Rest assured, however – N64 Magazine will never again go on sale later than we say it will. **Ed**

GO! GO!

So tell me this…

Put the N64 team together – using sellotape or something – and you have the most concentrated source of Nintendo 64 knowledge in the realm. So write to us with your questions.

1. My Nintendo 64 came with a SCART lead which has an RGB convertor built into the lead itself. The picture's okay, but it's a bit too dark. Do you know if any importer has a better lead, or a revised set-up for an RGB SCART picture? I'm not getting the internal conversion done as I have heard bad stories about it.
2. When are *Rev Limit, Multi Racing, Top Gear Rally* and *Lamborghini 64* out? It's about time we had a good racer.
3. Something was mentioned somewhere that a developer had devised a way of producing FMV for the N64. Know anything about that?
4. Lastly, could you feature a Japanese game every month with translations for the menus and options as a guide. I have Japanese *Wave Race* and *Mario* and it would be really good to see what the text is in English. I think I'll buy mostly US games for ease of use.

Robbie Donald, Edinburgh

1. Although you don't say so, it sounds like you're probably using an import machine with a SCART lead designed for PAL machines. That would be giving you a dark picture. Fire (01302 325225) make two leads, one for import machines and one for PAL machines. Ask them for an import one. (By the way, you can't actually get a true RGB signal out of an N64 just by using a cable, as there's no RGB signal at the N64's multi-out socket. The only way to do it is with an internal conversion. But it's not really worth the hassle.)
2. Rev Limit *should be out in Japan by the time you read this, but hasn't been taken up by a UK publisher yet.* Multi Racing*'s out in Japan now, and over here in October – we've reviewed it*



this issue. And Lamborghini 64 *is due in November.*
3. Gametek claim that their forthcoming Jeopardy *game will be the first N64 game with FMV, but this doesn't seem like much to boast about.*
4. Well, only a tiny minority of N64 readers actually play Japanese import games, so I don't think this is something we'll be devoting massive amounts of space to. **Ed**

After having watched many hours of Wimbledon, and noticing that tennis is such a good game, I wonder if you could please tell me if there are any tennis games you know of being made for the N64? If not, do you know whether any tennis games are being planned, or if we're likely to see one?
James Merry, Stroud

None have been announced. However, Nintendo produced excellent tennis games for the Super Nintendo and Game Boy, so it could be they'll do an N64 one. Speculate at will. **Ed**

1. What are those funny white lumpy things on the back of Mario's gloves?
2. If you play a UK game on an American N64, will it run at 50 or 60Hz?
3. If you disconnect a Controller or a Controller Pak, will it damage it?
4. Why aren't you letting Wil do an anime cov– *(Snip! – Ed)*
5. Is there any chance of seeing brilliant PC games like *Unreal, Syndicate Wars, Command & Conquer* and *Grand Theft Auto* on the N64?
6. Why does Tim hate Wil so much?

Chris Easton, North Muirton



1. Seams.
2. 60Hz.
3. When the machine's turned on, you mean? It's not meant to, although it's probably best to avoid doing anything that might upset Controller Paks.
5. Unreal*'s meant to be being developed with the N64 in mind, although it's at least a year off if it is. Bullfrog aren't doing N64 stuff at the moment, so* Syndicate Wars *is off.* Command & Conquer*'s unlikely ever to happen. And, although DMA are developing some fine-looking N64 games, the car-stealing* Grand Theft Auto *probably wouldn't go down to well with those sensitive Nintendo folk.*
6. He's jealous of Wil's popularity and drawing skills.

1. Are there any plans for a *Virtua Cop*-style game?
2. Is there any chance that extra courses for racing games (such as *Mario Kart* and *Wave Race*) and extra levels for *Doom*-style games can be placed onto a 64DD disk?
3. Will *Mortal Kombat 3D* have blood and death moves in it?
4. Now that the price of the N64 has dropped to £150, will there be any similar price cuts on games, as they're still rather expensive?
5. Are any more RPGs like *Zelda* and *Mother 3* planned?

Nik Askins

1. Not that we know of. The best ones – Virtua Cop *and* Time Crisis *– are done by Sega and Namco respectively, and although Namco are known to be developing N64 games, they're only doing* Time Crisis *for the PlayStation.*
2. That's exactly the sort of thing the 64DD's been designed for. But it'll only be able to add levels to games that've been programmed with the 64DD in mind, and unless there's some secret code buried deep inside them that we don't know about, Mario Kart, Wave Race *and* Doom *haven't been.*
3. Oh, probably.
4. Nintendo of America recently announced that they'll be lowering N64 cart prices by $10, but nothing similar's happening in Europe as far as we know.
5. The only other one we know about at the moment is Holy Magic Century*, which we did loads on in the last issue.*

All the games that have come out have been either 64M, 96M or 128M. Why can't games be 70M, or 102M, for example?
Ricky Smith, Coalville

Ah, well, you see. From the days of the 16K Spectrum and the Commodore 64, anything to do with computers has come in multiples of 8. The reason is that computers use binary maths, where everything's in powers of 2, and to them 8 is a nice round number. So the memory chips used by N64 carts come in fixed sizes of 64M, 96M, 128M and so on. But, in fact, games rarely use all the space on the cart, and are actually odd sizes like 60.82M or 89.7M.

Uncertain about something? The write with all haste to:

So tell me this…
N64 Magazine
30 Monmouth Street
Bath BA1 2BW

GO! GO!

"Sort of cheat"

I have a query about *Mario Kart 64*. When me and my sister were playing 150cc on Royal Raceway, just before we began playing, we must have entered some sort of cheat and everything sped up to what seemed like 500cc. We've been trying for hours to get this code back, so if you know how to do it, please tell me.
Chris Southam and Porker, Worsthorne

This is actually a feature of Mario Kart 64*'s multi-player races – although not one that seems to be mentioned in the instructions or anything. There's no secret to it, really: the simple fact is that about one multi-player race in five is randomly speeded up – with hilarious consequences. It's a fine idea, and really sifts out the men from the mice in Bowser's Castle.* **Ed**

"On and off"

I've been having some problems with my copies of both *Wave Race* and *Pilotwings*.

I first noticed the fault when the second memory slot on my copy of *Pilotwings* kept getting wiped. I thought this might be due to me switching the power on and off too much, which occasionally used to wipe the BB memory on my SNES carts, but the first memory slot has remained untouched, so I don't see how it can be that.

I wasn't too bothered, though, as I don't often use the second memory slot, but just recently my copy of *Wave Race* has started replacing my initials on my Time Trial times and Stunt scores with initials of characters from the game. (For example, I recently beat my best time on Sunny Beach. I entered 'Dez' – ahem – as my name, and the screen came up showing my name and time, all correct. However, when I came back later, having switched off my N64, my name was replaced by 'D.M', even though the time was correct.)

I know these are both minor problems, but they're a bit irritating, and hardly the sort of thing you'd expect from the most powerful console on Earth.
Derek Littlewood, Coventry

We've had a few problems with memory packs losing information – mainly cheapo third-party ones – but we've never had data disappearing from the carts themselves. It sounds like your carts' EEPROM (hem hem) back-up chips may be dodgy. If the irritation grows too much for you, call Nintendo's Service Centre on 01703 623200 and get them to replace your carts under warranty. **Ed**



"Did they think?"

I just thought I'd bring it to your attention that your brill mag is being copied... sort of. Paragon Publishing's mag is a crappy copy of your title, and it costs a quid more! The very name sugests it: '64 Magazine'. There's a 'new gadgets' section just like yours, and your Directory has been blatantly copied by their 'Nindex'. Did they think they could copy the best N64 mag and get away with it? Theirs is rubbish anyway, especially with the price tag.
John, via e-mail

Hmm. Nice paper, though. **Ed**

I'M THE BEST

Think you're a bit special at a game? If you can compete with this lot, send in the evidence and claim your place in the chart.

How it all works...

You send in your time or score for one of the chart categories below. If it's in the top five, we'll print it and, if it's good enough to earn the number one spot, we'll reward the lucky gamer with an exclusive **N64** pin badge. Each month we'll also nominate one gamer for a 'Star Performance' award, but they'll have to have performed an exceptional feat of N64 gaming to earn it. This month it's Andrew Rutherford from Macclesfield – the first **N64** reader to send us in a good total hits score on *Starfox 64*.

There's one slight complication to all this, however. Although you can send in you times and scores without photographic evidence if you want, we're suspicious types here at **N64** and we won't be sending out any prizes until we've seen some hard proof. Times we have seen photos for have 'confirmed' next to them and you can rest assured these are 100% genuine.

Feel free to send in your best times or scores for games not included on this page – if we get enough responses, we'll start a new chart. Don't send in times for different events in games already included, though. It confuses James and he'll get in one of his moods. Oh, and one last thing. Please don't send videos of your acheivement: only photos. We can't promise to return tapes and they take a long time to sort through and grab screenshots from.

SUPER MARIO 64 (American/Japanese)

FOOT RACE WITH KOOPA THE QUICK

0'19"0 Unconfirmed
Ryan Cowell, Cramlington
0'21"0 Unconfirmed
Andrew Watson, Blackpool

PEACH SLIDE

0'16"0 Confirmed
Ciaran Haren, Belfast
0'18"0 Unconfirmed
Ryan Cowell, Cramlington
0'21"2 Unconfirmed
David Decena, Texas

SUPER MARIO 64 (PAL)

FOOT RACE WITH KOOPA THE QUICK



0'20"8 Confirmed
Andrew Mills, Londonderry
0'21"9 Confirmed
Stephen Adams, Limavady
0'22"9 Confirmed
Neil Faulkner, Limavady
0'32"6 Unconfirmed
John Young, Eastbourne

PEACH SLIDE

0'13"3 Confirmed
Andrew Mills, Londonderry
0'13"9 Confirmed
Neil Faulkner, Limavady
0'15"7 Confirmed
Jez French, Crowborough
0'16"1 Unconfirmed
John Young, Eastbourne
016"1 Unconfirmed
Oliver Edwards

MARIO KART (American/Japanese)

LUIGI CIRCUIT

No times submitted

MARIO CIRCUIT



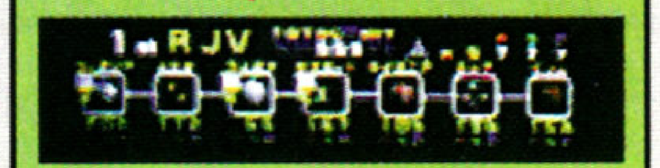
00'58"98 Confirmed
Kevin Shek, Slough
00'59"16 Confirmed
Neil Daunt, Guernsey
00'59"64 Confirmed
Graham Dibley, Basingstoke

PEACH CIRCUIT

02'35"34 Unconfirmed
Simon Franklin, Leeds

STARFOX (Any Version)

LEVEL 1, CORNERIA



202 Confirmed
Roger Vance, Newtownards
187 Confirmed
P A Downs, Southampton
183 Confirmed
Andrew, Macclesfield

TOTAL HITS

1149 Confirmed
Andrew Rutherford, Macclesfield
995 Unconfirmed
Roger Vance, Newtownards

WAVE RACE (American/Japanese)

SUNNY BEACH

1'05"266 Confirmed
Paul Knight, Exmouth
1'05"820 Confirmed
Carl Waters, Telford
1'05"884 Unconfirmed
Jon Hatch, 11th Signal Regt
1'06"193 Confirmed
Chris Murphy, Middleton
1'06"254 Confirmed
Lee Hammond, Saddington

WAVE RACE (PAL)

SUNNY BEACH

1'18"018 Confirmed
Frankey Mayers, Blackheath
1'20"244 Unconfirmed
Andrew Mills, Londonderry

STUNT MODE, DOLPHIN PARK

(Any version)

21737 Confirmed
Michael Green, Oldham
21672 Confirmed
Ian Gollins, Crewe
20281 Confirmed
Andrew Hurst, Havant
19747 Unconfirmed
Edward Gouldby, Lowestoft
18080 Unconfirmed
Andrew Mills, Londonderry

Next Month!

Keep sending in those times for these games – but where are your scores for the PAL version of *Mario Kart*? Compete on the same circuits as the Japanese/American version above and send your photos to the usual address, marking your envelope 'I'm the Best'.

"That bloke"

I've just bought issue 4 of your great magazine, and on reading Club 64 I got so wound up I had to write in.

When I saw the little section entitled 'N64 "Crap"?' I thought they'd have a good point to make, but, no, it's another prat who doesn't appreciate the N64's anti-aliasing technique, which I think is great after owning a PlayStation and witnessing the glitchyness and blockiness of *Formula 1* and the *Ridge Racer* series. I'm not saying the PlayStation is crap – it's a damn good machine – but the N64 beats it hands down on technical quality. Why the hell did those people buy an N64, then, if it's so 'absymal'? I read up on it first, had a couple of goes on one and then decided to trade in my PlayStation.

Then there was that bloke on about you slagging off *KI Gold*. What was he talking about? The original *KI* arcade machine didn't use the N64's architecture. You were perfectly right – *KI* is old and basically an average 2D *SF2/MK* clone spruced up with some fancy sprites and backgrounds. He said *Tekken* was boring: well, it's a great deal better than *KI*, where you just smack a few buttons and watch some rubbish sequence of moves.

I'm lucky enough to have a US N64 with *Mario*, *Wave Race* and *Blast Corps*, and I couldn't be happier. *Blast Corps* has kept me playing for about 2-3 weeks. If offered my PlayStation back, I'd have to decline.
Alan Pennell-Smith, Epsom

That's pretty much what we thought, too. Hurrah! **Ed**

BONUS LETTERS

I enclose with my letter a popcorn kernel which looks a bit like a Piranha Plant's head.
Adim Wood, Hereford

Unfortunately, having passed through the Royal Mail's machinery, it now looks more like some coffee granules. **Ed**

Does the magazine 'Total' exist any more? I can't get a subscription and it seems to have disappeared. And Tim Weaver is on N64 Magazine now.
Ben Barden, Guildford

Total sadly ceased to exist last year. But we've inherited the best of it in the form of, er, Tim. **Ed**

I can tell that you all work very hard to fill 116 pages with useful information in about one month. Keep up the good work!
Havva Huseyin, London

Oh, we do, we do. **Ed**

How come Mario says, "So long, gay Bowser!" when he throws him off the plaform?
Pat Shields, Warrenpoint

We suspect you've misheard him. It's actually, "So long-a, Bowser!" in a supposedly Italian accent. **Ed**

Have any of you noticed that the grinning moustachioed guy in the far right-hand screen-shot in the *Mah Jong 64* review in issue 3 *is* Ryu out of Akira? It's more obvious on the player select screen where he isn't grinning like a loon, but it's definitely him. I must look more carefullly for this sort of thing in the future.
David Houghton, Wigan

Wil says he's sorry, but you're wrong. He does, however, concede that the bloke below him looks a bit like Jin Kazuma out of Tekken 3. **Ed**

I would like to dedicate this space to complimenting you on your great competitions. For once a magazine has a prize worth winning and a damn hard question to boot. Usually competitions consist of "win a tooth pick (used)", and the question could be answered by a PE teacher.
Matthew D, London

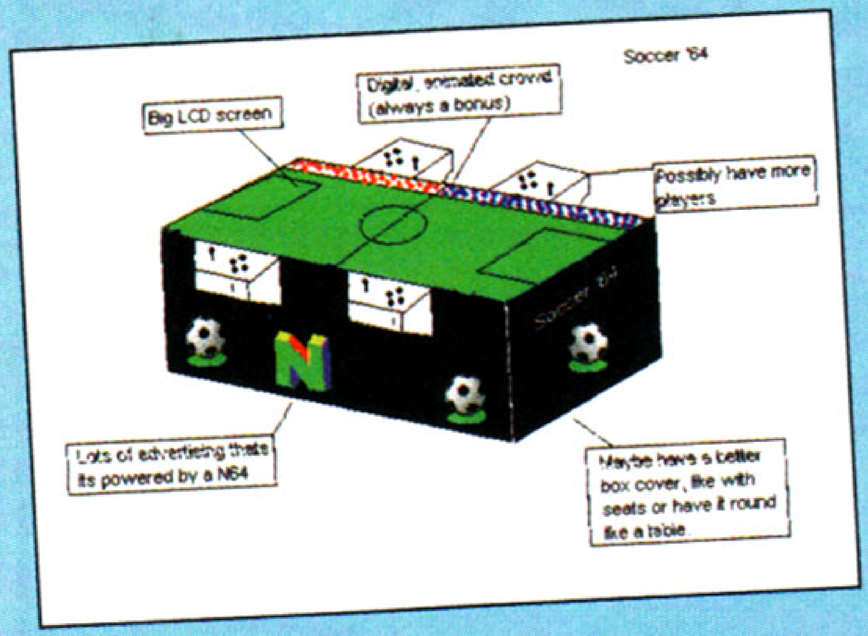
Well, thank you very much. **Ed**

DREAM ON

Got an incredible idea for an N64 game? Here's where to get it off your chest.

ER...

I thought up this idea while I was revising for my GCSE physics exam. It's a brilliant idea as I'm sure you'll agree. It would be really fun, with four players sitting around a massive arcade machine playing something like *ISS64* or *Actua Soccer* (but not *FIFA*). Okay, so it's not exactly an N64 home console game, but it could be powered by an N64, and would be a brilliant advert for the machine.
Jeremy French, Crowborough



Not too sure what's going on here, but the diagram's great. **Ed**

BIKE TREK 64

You'd have to race down hills, up mountains and across deserts using Mountain or Racer bikes. There wouldn't be a specific track, but you'd be given a map of the area and then told to get to a certain point as quickly as possible. The easier routes would be the slowest and most obvious, but if you were willing to take a risk you could go for a faster, more dangerous route. You wouldn't have to pedal (pressing two buttons), but the analogue stick would be used – partially forward to go slowly, and then the further forward, the faster.

There'd be a number of different riders, all having ratings for stamina, speed and skill. The stamina rating would be used for when the riders got tired. This would occur if you pushed them too hard. To remedy this you could use an easier gear, slow down, or give them a drink like Lucozade. You'd only have a certain amount of drink, and to replenish this supply you'd have to stop at a drinks table and get some more. If you won your objective you'd be awarded money with which you could buy new tyres, bigger drink flask etc.
Rob Graham, via e-mail

Some fine ideas here, especially the not-having-any-kind-of-set-course one and the getting-tired one. The N64 would be ideally suited to creating MTB terrain, too. **Ed**

POSTMAN PAT 64

I'd just watched Postman Pat, when – ding – it hit me: a game based on Postman Pat, with driving sections enhanced by *Mario*-type levels and bonus sections with Jess the cat. Imagine it – driving around Greendale, in a bright red van, crunching the gears.
David Ross, Grimsby

With Banjo Kazooie *and* Conker's Quest *currently on the way, perhaps the N64's already got enough of this sort of thing in the pipeline.* **Ed**

SUPER COOL MARIO

I'd like to see another Mario game. It would be called *Super Cool Mario* and there'd be changes in Mario's appearance: his hat would be turned around and instead of overalls he'd wear jeans and a T-shirt. You'd start off in a village, where you had to show all the teenagers how cool you were by skateboarding, spraying graffiti on walls, fighting etc., and you'd progress to other places until you ended up in a big city where it's hard to impress people. If Nintendo don't make this, they could at least make a game featuring Luigi. (Does he mind being called Super Luigi?)
David Sullivan, Abergavenny

Gngh. **Ed**

MARIO KUNG-FU

Wouldn't it be great if there was a Mario kung-fu beat-'em-up? As you beat the others your belt would get higher, until you beat Karate Koopa and got a black belt.
Hyham, Luton



A much-requested idea, but one Nintendo are unlikely to endorse. **Ed**

TV EXECUTIVE GOD

I'd like to see a god sim where you're a TV Executive God. (Bear with me, all right?) It turns out that the gods enjoy a bit of soap drama as much as the rest of us, and you're in control of a town/community/street/square/space-station/monkey cage/whatever. It's up to you to make the soap popular.

Unfortunately, the twenty or so characters (or however many you want) in your soap aren't under your direct control, so you trigger certain events to make an interesting story (making two people get stuck in a lift so they get to know each other better, for example). At the end of every month you get a viewers' report, showing which characters are popular and which aren't. If they're popular you make the plot revolve around them more, and if they are unpopular you can get rid of them (by making them depressed and kill themselves; giving them a fake job far away, that sort of thing). You could have a limited amount of personnel available to be minor characters – a bank manager who refuses to give a badly-needed loan, for example – but they couldn't be major characters.

Just imagine: you could set it up so it would be just like EastEnders! You could make Joe see ghosts to make him crazy, or have Grant kill everyone with a machine gun!
Alex Duin, London

There was an EastEnders game on the Spectrum, but it was awful. This, however, could be really good. Let's hope Peter Molyneux's reading – it sounds like just his cup of tea. **Ed**

Some top-notch ideas this month. But if you reckon you've got an even better one, send it to us and, if we print it, we'll send you an N64 badge! The address is:

Dream On,
N64 Magazine
30 Monmouth Street
Bath BA1 2BW

DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

Globule Arena Special Edition IV

Extortion Element | UK release: Summer 1998 | £50 | N64 2 ● 48% ● EZ

Would you believe it? Archlord Isthmus has gone and stolen the Rainbow Gem *again*! And, once more, a trans-dimensional fighting tournament has been organised to reclaim it! So, naturally, it's time for *Special Edition IV* of the decreasingly popular *Globule Arena* series. This time, established characters such as Embolism, Haiku and Saveloy are joined by a one-eyed carpenter called Rinkydink and a sponge by the name of Nigel. But who cares?



• To defeat the final boss, simply dance. • At the name selection screen, press B, L, A, Z, Z, A, to spell the word BLAZZA. • Tapping A thrice, at any time, will make your character exhale briskly.

- **The game's name**
- **Its publisher**
- **If it's an import, whether it's a US or Japanese one**
- **A summary of our review**
- **The best tip or cheat, and any issues we've done guides in**
- **The reviewer's initials (see below)**
- **Score**
- **The issue we reviewed it in**
- **How much it costs**

N64 reviewers

JA = James Ashton **JD** = Jonathan Davies
MH = Marcus Hawkins **TW** = Tim Weaver
WO = Wil Overton **ZN** = Zy Nicholson

UK Games DIRECTORY

FIFA 64

Electronic Arts £60 | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

PILOTWINGS 64

N64 Star Game

Nintendo £50 | N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

INT. SUPERSTAR SOCCER 64

N64 Star Game

Konami £60 | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.



● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

MARIO KART 64

N64 Star Game

Nintendo £60 | N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multi-player modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.



● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

KILLER INSTINCT GOLD

Nintendo/Rare £55 | N64 3 ● 62% ● MH

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-prefect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.



● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

MORTAL KOMBAT TRILOGY

GT £60 | N64 1 ● 34% ● TW

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.



● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

SHADOWS OF THE EMPIRE

Nintendo **£55** N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.



- To see the end sequence, enter your name as _Credits (case sensitive).
- Challenge Point guides in **N64**/2 and **N64**/3.

TUROK DINOSAUR HUNTER

N64 STAR GAME

Acclaim **£70** N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.



- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

SUPER MARIO 64

N64 STAR GAME

Nintendo **£60** N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.



- Loads of tips in our review in **N64**/1.
- '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4.

WAVE RACE 64

N64 STAR GAME

Nintendo **£55** N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilites. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.



- To achieve the Helicopter stunt and 1700 points, when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

Import Games DIRECTORY

DOOM 64

GT Interactive UK release: September N64 3 ● 80% ● JA

Doom gets a complete overhaul for its N64 outing. That means all-new levels, textures and a brand new rendered look for the monsters. The game's tough enough to last in its one-player only state and the only real let-down is the animation on the monsters. *Turok's* a better game (with its running, jumping and swimming), but *Doom 64* is still definitely worth a look.



- At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.
- Other tips in the review, **N64**/3

BLAST CORPS

N64 STAR GAME

Nintendo UK release: Late July N64 2 ● 88% ● JD

Only about once in five years does a completely original game turn up, and *Blast Corps* is the most recent one. It's incredibly good fun, placing you in charge of a fleet of demolition vehicles and compelling you to clear a path for a runaway nuclear missile carrier. Techinically, it's N64 through and through and, coming from the mysterious Rare, it's British too. The only snag: it doesn't take long to see all of it.



- Try parking your vehicle against a building in such a fashion that the bloke can't get out, and then hold Z. After a second or two the building'll explode.

DORAEMON

Epoch UK release: Unlikely N64 2 ● 60% ● TW

Just as its predecessors tried and failed to turn *Mario* into a blue atomic cat, so too does the latest *Doraemon* game try to bring a touch of feline magic to a *Mario 64*-like universe. Sadly, things turn out to be slightly linear, slightly confusing and all-too-tedious. Perhaps it's more suited to your younger brother or sister.



- Once you've beaten the missile in the car chase, race him again and beat him for a secret prize. Do it again and you'll win yourself a green crystal.

CRUIS'N USA

Midway UK release: TBA N64 1 ● 34% ● JD

Undoubtedly, an accurate conversion of the coin-op. But that, while worth popping the occasional 50p into, is hardly Earth-shattering stuff. Racing across the USA isn't all that tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics, while functional, use only a fraction of the N64's power. Get *Multi Racing Championship* instead.



- At the track selection screen and hold down Left C, Bottom C and L for Golden Gate Park, top C, right C and L for Indiana, or Right C, Bottom C and L for San Francisco.

THE GLORY OF ST ANDREWS

Seta UK release: Unlikely N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine – which induces a quite overwhelming sense of 16-bit déjà vû – along with an only partially successful use of the analogue stick as a virtual club, adds up to an experience as ugly to watch as it is to play. A hugely disappointing golfing debut.



- Use the Player Configuration screen to customise your player's clubs for the course you're about to play.

GO! GO!

HUMAN GRAND PRIX

Human | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1* – inexcusable, really, when you consider the extra power available to its programmers – *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills, with beautiful handling and a plethora of options. Shame about the horrendous pop-up, though.



- For optimum cornering, don't use the brake, just stab at the accelerator.
- For an example of a course layout, read our review in **N64**/2.

J-LEAGUE PERFECT STRIKER

N64 STAR GAME

Konami | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals. *Perfect Striker* is as close to The Beautiful Game as any computer game has ever come. It has since become *ISS64* for its UK release. Goal Lazo, as some would no doubt say.



- Learn how to use the 'kick-ahead-and-run' button (Bottom C) both for attacking and catching opposing players.

KING OF PRO BASEBALL

Imagineer | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute, which initially proves tremendously entertaining. If you can fathom the copious Japanese menus, that is. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.



- Learn to use the C buttons to run your players between bases. Against human opposition, it's quite easy to steal bases by running on a strike or a ball.

MAH JONG 64

Koei | UK release: Never | N64 3 ● 65% ● JD

Built around an imaginary mah jong university, *Mah Jong 64* is more of a beginner's guide to the game than previous efforts. Unfortunately, with its heavy reliance on Japanese text, unless you're already fairly profecient with the ancient Japanese tile game you'll be completely lost with this. And even if you do know how to play, is this kind of thing really what you want to be doing with you N64? Well, is it?



- If you need one tile to go out and another player makes a melded four by drawing that tile, adding it to a previously melded triplet, you may 'rob a kong' and thus go out.

MAH JONG MASTER

Konami | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. If you have, though, it's a jolly good rendition, with a selection of computer personalities to play against and some weird Japlish intro screens.



- If you have a melded triplet, says Wil, and draw the fourth from the wall, you may declare 'kong' and add it to your triplet to make a melded four.

NBA HANGTIME

Midway | UK release: TBA | N64 1 ● 52% ● JD

Technically it may be an excellent continuation of the *NBA Jam* series, with huge (albeit 2D) players, great animation and sheaves of special moves and secrets. It is, however, basketball at the end of the day, and thus consists of running backwards and forwards, endlessly scoring baskets. Until you fall asleep. We'd rather play a decent football game.



- Create duplicates of star players by entering 0000 as your PIN, and then type in your name as the name of the player. (Try his first name, or first name + initial of surname.)

POWER PRO BASEBALL 4

Konami | UK release: Unlikely | N64 3 ● 54% ● TW

No, we haven't forgotten the '6'. *PPB4* is the fourth in Konami's series of baseball games which started on the SNES years ago. Despite the fact that the game went ballistic in Japan, we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*. The players are similarly 'fat', but the picture-in-picture system doesn't work that well and the game is criminally difficult against the CPU.



- See **N64**/3 for tips on understanding Japanese game menus.

STARFOX 64

N64 STAR GAME

Nintendo | UK release: September | N64 3 ● 94% ● JD

Lock up Shigeru Miyamoto, a rabbit, a team of Nintendo's finest programmers, a fox, a toad, a small star system and a falcon in a room for twelve months and *Star Fox 64* is the result. It's the shoot-'em-up the N64 has been waiting for, pushing the machine to new limits of technical sophistication and being immeasurably good fun into the bargain.



- Complete the game and at the title screen hold B and move the Analogue stick. Our heroes' heads will follow the wandering '64'. ● More cheats in Tips Extra, **N64**/4

WAYNE GRETZKY'S 3D HOCKEY

Midway | UK release: TBA | N64 1 ● 70% ● JD

Ice hockey arcade-style, with violent collisions, an absurdly fast-moving puck and excellent 3D graphics. Wide-ranging options allow you to play anything from rules-free three-a-side in a reduced rink to a proper five-a-side simulation with infractions a-plenty. There's not a great deal of subtlety here, but the four-player game is tremendous.



- On the options screen, hold a C button and press R. 16 zeroes will appear at the bottom of the screen. Alter these using the C buttons to change your players' appearances.

WONDER PROJECT J2

Enix | UK release: Unlikely | N64 1 ● 55% ● WO

You'll have to be either Japanese-speaking or very 'special' to be able to get to grips with this weird adventure. And when you do, it's not all that great. You've got to guide a robotic girl through various 'life' situations with the overall aim of helping her realise her dream of becoming a real person. Which is, you know, nice.



- If Josette flies into a temper and won't co-operate, try winning her back with a 3D pudding. (Er, according to Wil.)

WAR GODS

Midway | UK release: Before Christmas | N64 4 ● 46% ● JA



Although it's the first proper 3D beat-'em-up, that's all War Gods has really got going for it. Picture, if you will, 12 fatally-clichéd characters, a distinct lack of moves, a shocking lack of innovation, and a comedy voice-over by the incredible bass man, and you'll have a fair impression of the overall under-achievement that is War Gods. For beat-'em-up junkies only.

● For a full cheat menu, at the title screen (before 'Start' appears) quickly tap Right, Right, Right, B, B, A and A. "Too easy" should be the game's reply. The cheat menu is in 'Options'.

NUMBERS

Games released officially in the UK (those given English text and optimised for Britain's PAL television system) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer has a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

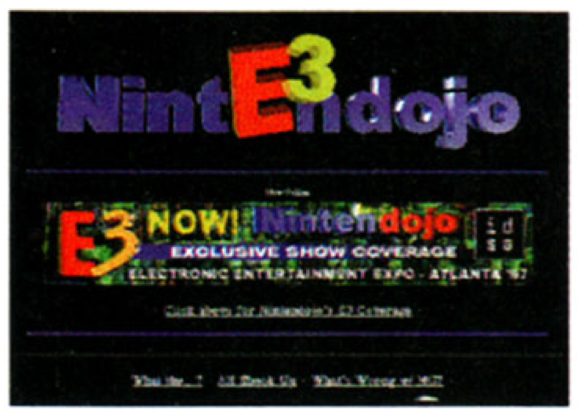
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SOFTWARE COMPANY SITES AND NUMBERS

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Video System www.dreamsquare.co.jp/
Williams www.williamsentertainment.com/

Web site of the month

Nintendojo
members.aol.com/peers2/



It might not be as well-organised as Nintendo 64 Headquarters or as determinedly up-to-date as N64.com, but for what it lacks in these areas, Nintendojo more than makes up for with its breadth and comprehensiveness. You'll find some genuinely well-written, interesting features on this site (Wil particularly liked the Goemon article) as well as some slick review and preview material. A pleasurable experience – recommended.

N64 MAGAZINE Back Issues

So you missed an issue of **N64** Magazine, did you? You'd better hurry up and fill in the form below if you want to make amends – back issues are selling out faster than you'd believe possible.



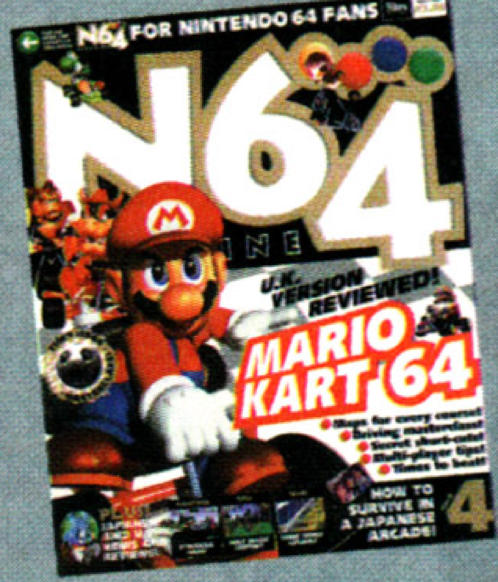
ISSUE 1
The Super Mario Edition
(With Fantastic Free Video) UK reviews of *Shadows of the Empire, Super Mario 64* and *Pilotwings 64. Mario Kart 64, Perfect Striker, Wayne Gretzky* and loads more reviewed on import. And there's a huge feature on how your Nintendo 64 works, how to do import gaming, and all that sort of thing, too.



ISSUE 2
The Blast Corps Edition
Wave Race 64 review and guide. *FIFA 64* denouncement as well as the best import *Blast Corps* review you'll read. 'How to...'s include 'Get 70 Stars the Fastest in *Mario 64*', 'Find all the Keys in *Turok*' and part one of 'Obtain all Challenge Points in *Shadows of the Empire*'. And there's a huge guide to Nintendo.



ISSUE 3
The Starfox Edition
Frankly superb *Starfox 64* and *Doom 64* import reviews along with *International Superstar Soccer 64* and *Killer Instinct Gold* UK reviews. Second parts of our *Mario 64* and *Shadows* 'How to...'s, as well as a quick guide to playing Japanese games. And! There's a huge survey of Japanese developers.



ISSUE 4
The Mario Kart Edition
Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of (PAL) *Mortal Kombat* and *War Gods*, as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.

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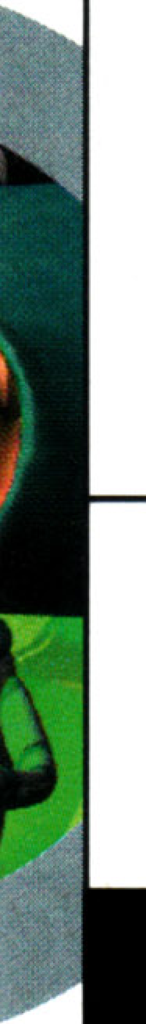


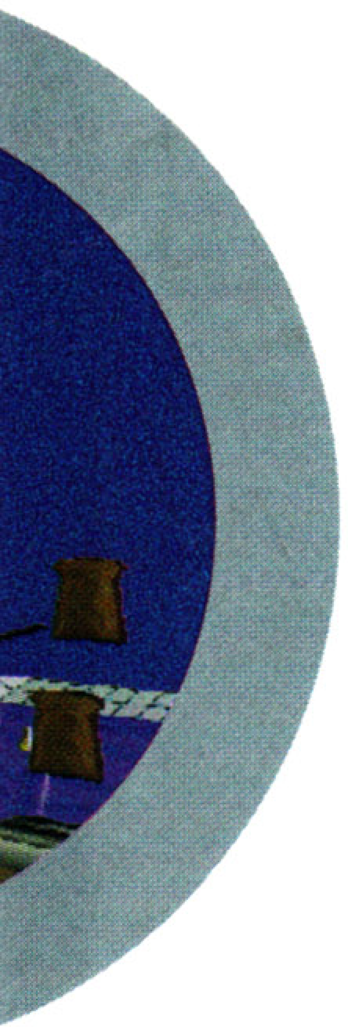
***Donkey Kong Country. Blast Corps. Starfox. Killer Instinct.* You'd be amazed how many so-called Nintendo games actually originate here in Britain. And France. Let us, then, visit the European game developers who are out-Japanesing the Japanese, and see what they've got tucked up their sleeves...**

THE EURO FILES

inside Europe's games industry

by Mark Ramshaw











No matter how grateful we are to Nintendo for the SNES, and more recently their N64 wonder machine, there's no getting away from the fact that we Europeans have never enjoyed quite the same level of attention as our Japanese and American counterparts.

Thanks to the PAL TV system, we've had to endure letterbox displays and slower game speeds. Because of our location, we've often been unable to get hold of the choicest software until months after gamers in other corners of the world. And with a lengthy succession of Nintendo-appointed UK distributors and some not-very-convincing arguments about import costs, we've always had to pay more for the privilege of playing Nintendo. And still we keep coming back for more. Why? Well, with systems as good as Nintendo's, and software as impossibly great as the *Mario* series, how could we not?

But it's important to note that Nintendo's apparent ambivalence toward Europe has also had a marked effect on the development community. Left to their own devices, it was the Europeans who turned the SNES around, coming up with tricks and technology to breath new life into the system. The upshot of this is that Europe is set to play a far bigger part in Nintendo's N64 plans, with the likes of Rare, DMA and Argonaut once again leading the way. If anybody can match the dizzy heights reached by Shigeru Miyamoto and his pals at Nintendo, it's got to be these guys...

GO! GO!



Nintendo and Europe
The story so far

While the Nintendo brand has been familiar in Europe since the launch of the NES in the early '80s, the Japanese giant's success in its home country and America has never really been replicated here. Mattel briefly distributed the NES in the UK, with ex-Nintendo of America man Ron Judy later taking control of the situation via his private company, confusingly called Nintendo International. It was to be the Game Boy rather than the NES which excited the Europeans, though, with the hand-held system selling 1.4 million in the first year in France alone.

Realising the potential of the market, and also recognising that each country required a different approach, Nintendo of Japan's Hiroshi Yamauchi established Nintendo of Europe to assist the European distributors; primarily Judy's company until he handed over the territories to Bandai in 1992. By this time, the European division sales were actually exceeding those of the Nintendo of America, despite Nintendo's decision to hold back the SNES system.

This move cost them dearly, with Sega pulling ahead in the console race thanks to a 16-bit chip at the heart of their Mega Drive. While the SNES, with its more stringently quality-controlled games, and the impressive allure of Mode 7, could have trounced Sega's machine, there was no way the ageing 8-bit based NES system could compete.

But because European developers were often left to their own devices with Nintendo's NES and SNES systems, a period of genuine creativity was spawned. Some, such as Rare and Software Creations, actually reverse-engineered technology without permission, though when Nintendo saw what such teams were capable of, they wisely decided to make them allies rather than enemies.

And just as European developers proved inventive with the hardware, so they learned to be more ambitious and technically audacious in terms of game design. Nintendo had to sit up and take notice: witness the likes of *Starfox* from Argonaut and the accompanying FX chip technology, or the brilliantly original *Uniracers* from DMA. And you only have to look at Rare to see just how crucial to Nintendo's gameplan a European developer can become.

The lesson learned, Nintendo has taken care to ensure that their N64 Dream Team includes a strong selection of European developers, and that third party teams in general are given the attention and help they need to craft the next generation of European Nintendo software. Software Creations' *Creator* project and Rare's forthcoming *Banjo-Kazooie* are only the tip of the iceberg. There's a whole barrage of European software on the way, and every indication that our home teams are already capable of matching their Japanese and American friends in the N64 arena.

EUROPE The developers

Software Creations

Like many of the European developers, Manchester-based Software Creations (part of Rage Software's empire) have yet to make their presence felt in the world of N64 gaming, but already have a solid history with Nintendo. Some 40 releases over the last few years, including *Equinox, Solstice* and the excellent *Plok,* have cemented the relationship beyond reproach.

The company was actually founded ten years ago. "Mike Webb, chairman of Software Creations, kicked it off by reverse-engineering the NES and showing it to Nintendo," relates managing director Paul Hibbard. The close relationship between the two companies which grew from there eventually resulted in Software Creations becoming a member of the Dream Team in 1995, and even producing the sound utilities for N64 developers to use. Paul: "I guess there aren't many third parties with that much experience of N64, as we're finding out by the number of people who want us to work with them."

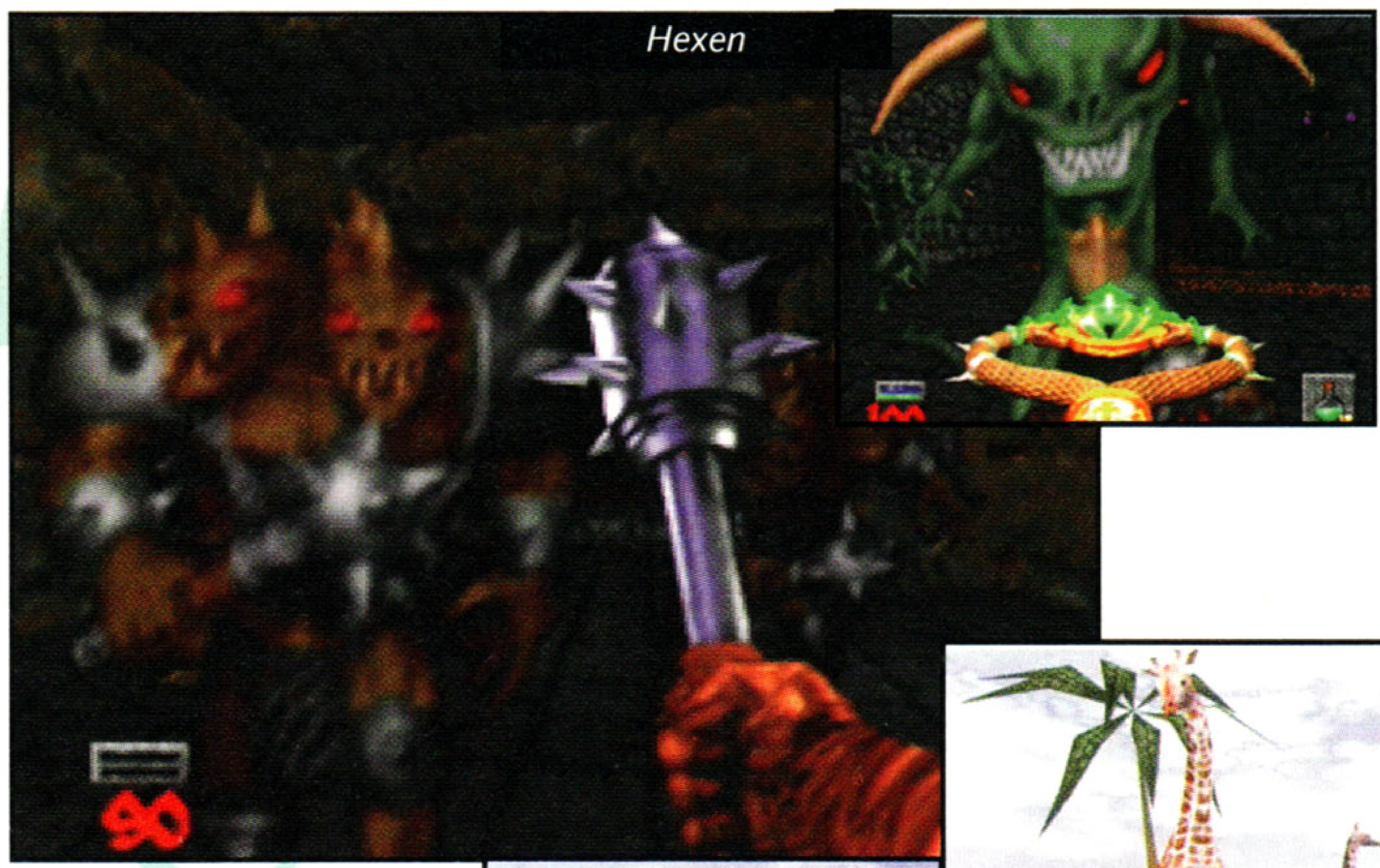
Because of their close ties to Nintendo, Software Creations are playing things very close to their collective chests. "I wish we could show the world the product we're working on for them – it's staggering," says Paul, referring to *Creator* (a working title only). Sadly, it's looks like we'll have to wait until the Shoshinkai show in November before we can see what's become of this highly promising and utterly unique game-cum-plaything.

In the meantime, there's Software Creations' *Hexen* to look forward to. Just on sale in the USA, GT should be bringing this accurate conversion of id and Raven's PC hit to these shores very soon. *Hexen* may not have quite the same status as *Doom,* but remember that it does boast the technically-superb four-way split-screen multi-player mode.

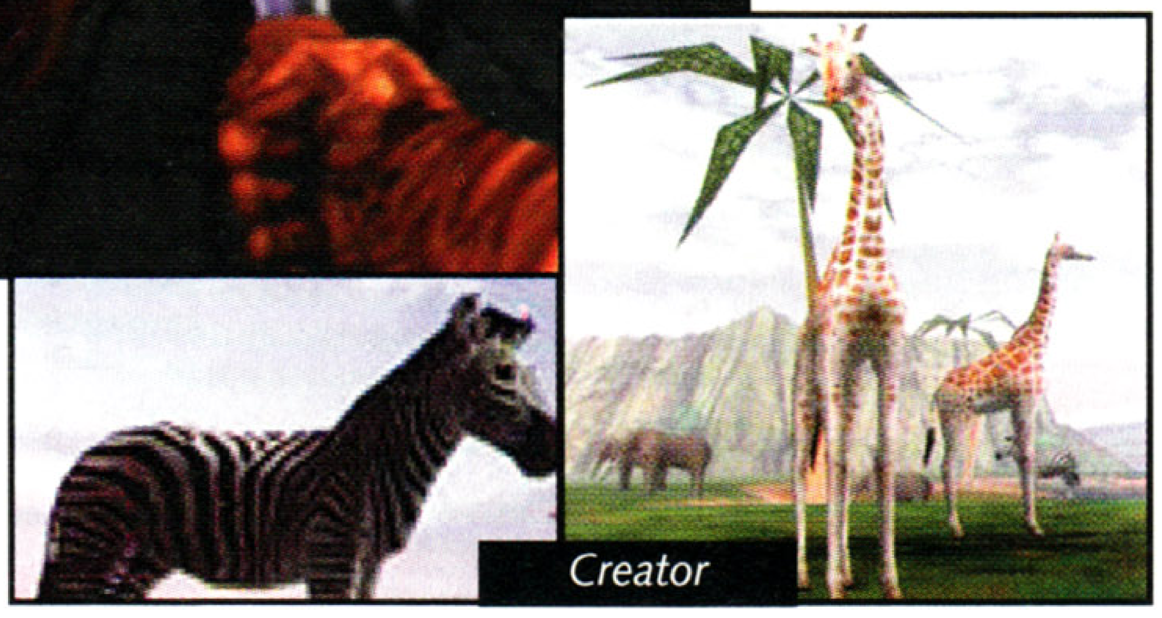
And then there's *Blade & Barrel*, which Software Creations have been working on for Kemco. Early glimpses looked quite promising, but the game is now being completely changed, and won't even be called *Blade & Barrel* at all (apparently that was only ever a working title, anyway). "In development you reach a point in the cycle and sometimes just don't think the gameplay is going to work," says Paul Hibbard. "So the whole thing is being revamped to make it the sort of game Nintendo will be happy with."



Blade & Barrel (old title)



Hexen



Creator

Gremlin Interactive

With history stretching back to the days of the Spectrum and Commodore 64 home computers, and a successful track record on the PC, Gremlin have only recently moved into the console arena (discounting a brief paddle in the 16-bit pool with a couple of *Zool* games ages ago).

Nevertheless, with the recent acquisition of DMA Design (see separate section), and the highly-rated *Actua* sports series already well underway on other formats, signs are that Gremlin could be a solid performer in the world of N64. No games have been confirmed yet, but we can reveal that *Actua Soccer* will definitely make it to the N64 in some form or another, and don't be too surprised to see *Actua Golf, Actua Tennis* and *Actua Ice Hockey* making the leap to Nintendo either.

Whether Gremlin's soccer star can compete against Konami's *ISS64* is another matter altogether, of course. Still, there's always the promise of fresh material from DMA to look forward to, probably appearing towards the end of next year.

GO! GO!

Acclaim/Probe/Iguana

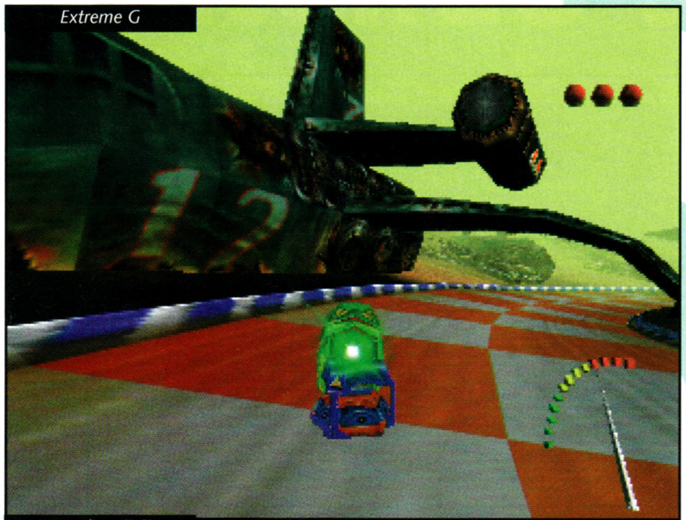
While Acclaim is an American-founded publisher (hence its entry in last month's USA round-up), it does own two development teams over in the UK, namely Iguana's North-East-based division and Probe Entertainment, bought out by the US giant a couple of years ago.

Probe have an initial batch of three N64 games in development, of which *Extreme G* will be the first to emerge. It's been likened to Psygnosis' Playstation hit *Wipeout*, with futuristic racing vehicles pounding down suitably space-age courses, corkscrew turns and all.

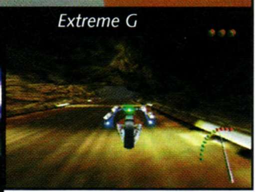
A football game, codenamed *Ultra Soccer*, is also in the works, and Acclaim claim it "will rival Konami's *ISS64*". It's possible that the *Ultra Soccer* moniker may stick, with a suitable football-related licence currently looking unlikely.

The third Probe project will be announced soon, although they're meant to be working on a conversion of *Foresaken*, one of their upcoming PC titles. The programmers have already got the first few levels up and running, apparently, and plan to have it completed some time around spring of next year.

And at Iguana, again, there are another couple of N64 games underway, but Acclaim is keeping tight-lipped about them at this point.


Extreme G


Forsaken (PC)


Extreme G



Forsaken (PC)

Virgin Interactive

With only *Freak Boy* from the guys at Virgin's California division on their N64 release schedule, and even that title's future currently in doubt, it looks like Virgin Interactive probably won't be a name to watch out for. Bit of a shame, that.

MicroProse

MicroProse were one of the original Dream Team developers, and had an N64 interpretation of their *Top Gun* action-heavy flight simulation in the works.

But the costs, and difficulties with working on a cartridge, were deemed too obstructive, so the project and all other N64 plans have been shelved.

Argonaut

Given that it was 3D graphics specialists Argonaut who changed the face of SNES gaming with *Starfox* and the Super FX chip, many were surprised when the veteran Brit developer wasn't announced as a Dream Team member, the task of updating the tale of Fox McCloud for the N64 instead going to Shigeru Miyamoto himself.

Happily, Argonaut have now jumped back on board the good ship Nintendo, with two games currently underway. "One is fairly well advanced, though neither have a publisher yet," says Argonaut's Keith Robinson. This obviously means that Argonaut are actually funding the development until the right deal can be found. Keith admits there have been talks with Nintendo themselves, but no deals have yet been made. "We're looking to have one complete early next year and the second by the third quarter of '98," he told us.

Given that Argonaut worked on their own add-on hardware for the SNES, rumours will inevitably start soon about their involvement with the N64. "At the moment, we're just programming the games to handle everything in software, but we have taken a look at the N64's libraries," says Keith. Expect more news towards the end of summer, possibly at the Japanese Shoshinkai show.

BMG

Publishing giant BMG have only one confirmed N64 title at the moment, in the form of DMA's highly anticipated *Silicon Valley* (see our preview on page 21 for details).

More titles from UK and global developers are expected to be added to the line-up sometime soon, though.

Psygnosis and Traveller's Tales

The official word is that Psygnosis still have no plans for N64. But even though they are a Sony-owned publisher, there have been rumours in the past that Nintendo development might be a possibility.

The question isn't just whether Nintendo are likely to grant them a licence, but also whether Psygnosis would be willing to brave the cost-heavy cartridge market again. This in turn means that Traveller's Tales, long-time developer for Psygnosis and the team behind several notable SNES games, will also be channelling efforts into PC and Playstation software for the near future. Boo, hiss, ad-lib to fade, etc.

Eidos

The rapidly-expanding Eidos show no signs of slowing down, seemingly still intent on signing up anything that looks remotely like a programming team.

This means that Ion Storm's titles (as detailed in last month's American round-up) will be published by this relative newcomer, along with their own fare from Core, Simis and several other wholly- and part-owned development teams. Five N64 games are currently in development, including the already-legendary *Tomb Raider 2* – something of a surprise, given that it was thought to have been a Playstation exclusive, console-wise. Touted by some as an equal to *Mario* and *Turok,* the original *Tomb Raider* made a superstar out of game heroine Lara Croft, thanks to her over-pneumatic figure as much as her silky-smooth animation. This sequel takes the girl out of the catacombs and into typically Indiana Jones-esque exotic locales, namely Venice and China, Great Wall and all.

There's also some kind of a strategy game in the works from Glasgow-based Red Lemon (founded by ex-Gremlin *Actua Soccer* coders), but beyond that Eidos are saying nothing at all.



Tomb Raider 2 (PC)

Titus

The French developer Titus first made a name for themselves with Nintendo gamers back in 1991, with NES (and later Gameboy and SNES) versions of hit Amiga platformer *The Blues Brothers*. By resisting the urge to release the game on any Sega formats, Titus not only became a Nintendo ally, but also helped the game to sell around 200,000 copies.

Lamborghini 64 will be their first N64 title, updating an earlier SNES racer. Development actually started over two years ago, which initially meant working on a Silicon Graphics machine and hoping the transition to an N64 development kit wouldn't be too hard.

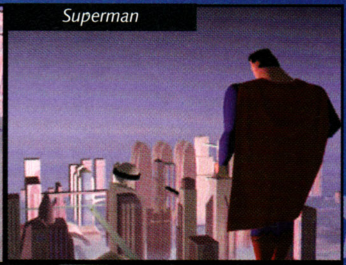
"I would say it's about ninety percent complete," Titus' Managing Director Eric Caen informed us. "We spent a full year on the physics of the car and the control system alone. We think it's this that'll make the game very different." A purpose-written collision profiler has also been used extensively, enabling Titus to put loads of different cars on the track, each with different weights, speeds and attributes, then calculate the collisions between them at speed. Eric estimates that these collision algorithms alone took six months to perfect.

For their second N64 title, Titus have returned to the land of licences, this time with Superman. "We've got all the characters modelled, and are working on the animation now," says Eric. "We decided not to use real-time motion capture, but are using animators instead. Comparing the results against the characters in *Turok* or *Mario,* it's already faring well," he asserts, forcefully.

The gameplay will be a mix of *Pilotwings*-inspired flying, ground-based adventuring (in a style not unlike *Tomb Raider*) and full 3D, *Tekken*-esque beat-'em-up action for the combat sequences. "I want this to be very different to other super-hero games" enthuses Eric. "Imagine the villain not only using his fist and legs to fight, but also, for example, throwing a school bus at Superman's face, in full 3D. We didn't want to do a predictable, boring licensed platform game."



Superman



Superman



Superman

As is the norm with comic book translations, Superman owners Warners insist on approving all the artwork. "We've worked with Disney in the past, but Warners are proving much worse," laughs Eric. "It's good that they're protecting their property and making sure we get it right. But it's also not so good, because it's so time-consuming."

Titus' third N64 title, which has just been given approval by Nintendo, will be a chess game; not too surprising given that Titus' PC game *Virtual Chess* uses an AI engine which is currently world champion. "It's quite easy for us to do," says Eric, "so we might have it ready for early '98"

Finally, there's *Quest For Camelot*, licensed from the forthcoming animated movie, also from Warners. The film and the game both draw on the Arthurian legend, but the hero isn't actually King Arthur. "It's a very appropriate setting for a *Zelda*-style game," reckons Eric. "Nintendo is very excited by us trying do a role-playing game, and though it's a difficult style to get right, we're pretty confident we can do it."

With 95 percent of the R&D department working on the N64, Titus is obviously placing a lot of faith in Nintendo's new machine. Eric again: "It's the best platform, no question. And it's the only platform ruled by gameplay. Nintendo are very hard on developers, but just for one reason: good gameplay. And that's great. I'm pretty sure that this strategy will win the war for Nintendo." Wise words.



Lamborghini 64



Lamborghini 64



Lamborghini 64

GO! GO!

Rare

Many people only know Rare for their work on ***Killer Instinct*** **and** ***Donkey Kong Country*****, but the company has far deeper roots than that. ZX Spectrum creations** ***Pssst, Jet Pac, Trans Am*** **and** ***Cookie*** **were the games which launched Rare's original incarnation, Ultimate Play The Game. These, followed by** ***Sabre Wulf, Lunar Jetman*** **and** ***Knight Lore*****, gave UPG legendary status. Yet attempts to crack the Commodore 64 games market proved far less successful. So, with an eye to the future, 1994 saw UPG reborn as Rare Ltd, and signing up with Nintendo. A whole flurry of NES games followed, some highly rated (*****Battletoads*****), others much less impressive (*****Wheel Of Fortune*****).**

It was to be the SNES which really consolidated the company's position as premier third party developer, though, with the ACM (advanced computer modelling) graphical effects of *Donkey Kong Country* making the game the biggest must-have since the *Mario* series. By the start of 1996, Nintendo had bought a quarter share in the company, a deal which Nintendo of Japan described at the time as a "major multi-million dollar capital investment"; not too hard to believe given the frightening number of Silicon Graphics machines to be found at Rare's Twycross offices.

Rare have already proven their worth with the excellent *Blast Corps*, so hopes are high that *Goldeneye 007* can elevate itself above the usual movie licence games, not to mention the other *Doom*-style first-person efforts rapidly appearing on the machine. Certainly the subtle touches, such as the ability to shoot an enemy in different parts of their body, sound very promising, as do the secret Bond villain sections. The game's now almost complete, due to be released in the US and Japan in August, and November over here.

There's much speculation of a new Kong-based creation from Rare, but for now the focus is on two brand new cartoon characters due to make their debut in *Banjo-Kazooie*, the game formerly known as *Dream*. This is the one, you may remember, that prompted Nintendo's Howard Lincoln to say, "I think it sets a new standard in graphics technology on any home system. In fact, I'm willing to stick my neck out and say that this is the same leap for Nintendo 64 as the SNES experienced with *DKC*."

And the early indications are that Mr Lincoln is spot-on with his projections. *Banjo-Kazooie* looks even more intricate and accomplished than *Super Mario 64* itself, as our Future Look on pages 8 and 9 reveals. If Rare put as much imagination into the game's design as they're putting into the graphics, they could become as indispensable to Nintendo as a certain Mr Miyamoto is.

Rare's other big N64 project at the moment, which was also revealed for the first time at E3, is *Conker's Quest*. Another 3D platform game, this seems to be designed for the 'younger player', but looks every bit as technically advanced as *B-K*. It's in the very earliest stages at the moment, though, and we won't be getting our hands on it until next year.

After which... well, the campaign for a new *Jetman* game officially starts right here.


GoldenEye 007


Banjo-Kazooie



Conker's Quest


Killer Instinct Gold


GoldenEye 007



Blast Corps

Ubi Soft

Best known for their Gameboy platformer *Rayman*, and *Mario Kart* challenger *Street Racer*, French label Ubisoft has actually been distributing other publishers' software in France since 1986, as well as creating their own games since 1991.

Tonic Trouble is the name of their first N64 effort, with a comic book sensibility complementing the action-adventure gameplay. Ubisoft promises "a shedload of in-game characters, more than in any other title around", but beyond that things are still pretty sketchy. This one's due for a release early next year, with *F1 Pole Position 64* (the European version of *Human Grand Prix*) and one or two others to follow.



Tonic Trouble

Ocean/Infogrames

Another big name from the home computer boom of the early '80s, Ocean are set to make an impressive debut on the N64 thanks to the European publishing rights to Imagineer's *Multi Racing Championship*, reviewed earlier in this issue.

Beyond that, gamers can look forward to *Mission: Impossible* from Ocean's US development team in November, and – a little further down the line – the first fruits from Ocean's newly-created N64-specific development team in Manchester.

Thanks to a recent merger with Infogrames (they who gave the SNES world *The Smurfs*), Ocean will now also be handling all the French publisher's N64 games, the first of which will be *Space Circus*, billed as a blend of *Zelda* and *Mario* game styles. Ocean has one or two other surprises in store, too, including a cowboy-themed game from Infogrames, and a helicopter title from simulation specialists Digital Image Design. With Seta's *Wild Choppers* unlikely ever to see the light of day, this could prove to be the definitive 'copter game. DID certainly have the pedigree to pull it off (even the military have been known to use their simulation code); it's just a question of when the notoriously slow developer can get the game finished.

Finally, there's also the possibility of Ocean sealing another publishing deal with an as-yet unnamed Japanese developer. If this comes off, we could see about 20 – yes, 20! – new N64 titles making it over to these shores in the near future.



Space Circus

Interplay/VIS Interactive

Interplay only have one UK-sourced title at the moment, but what a title! *Earthworm Jim 3D*, for those who missed last issue's preview, comes from the fertile minds of newcomers VIS Interactive. David Perry and Doug Tennapelare of Shiny Entertainment (who created the character, along with the first two *Earthworm Jim* games for PC and consoles) are working as consultants on the project, but the design is very much VIS's own, with a game style that's best described as a 3D action platformer with bells on.

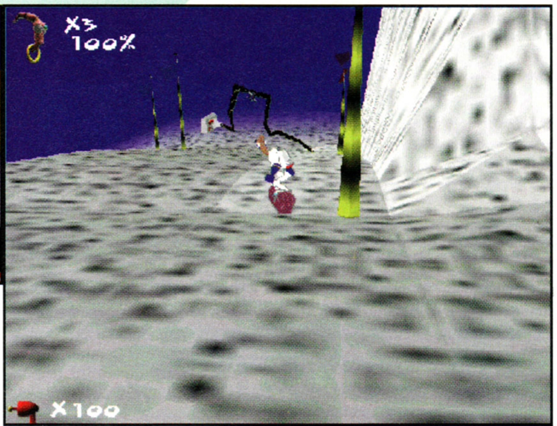
Graphically, the idea is to make *EWJ3D* as close to a real cartoon as possible, which means faces and bodies which squash, stretch and distort, and strong black outlines running around Jim and the other game characters.

"Shiny designed Jim with cell animation, so we wanted to keep him as a real cartoon," explains VIS's Chris van der Kuyl. "It's been challenging to come up with technologies to make him look cartoonish in a 3D world."

VIS are writing the game for a variety of formats, but promise that this won't be some quick N64 port. "We're working hard to differentiate the N64 version," continues Chris. "Obviously, it's going to look a million times better than the others, but it'll do more than any of them, too. And we're taking real advantage of analogue control. So with something like Jim's 'pocket rocket', which isn't a fixed polygon model, the analogue stick makes it possible to really feel it bend around corners."

VIS might have been going for a mere year and a half, but already publishers are clamouring to sign them up, and Chris's sights are set suitably high. "We're in the market to create good triple-A titles, not do conversion work," he stresses. The 40-strong team are currently split between a game for Hasbro and Interplay's *Earthworm Jim 3D*. "We're investigating doing another game on the N64 at the moment," reveals Chris, admitting a desire to work directly with Nintendo at some point. If *EWJ3D* lives up to its promise, the opportunity might not be far off...







GO! GO!

DMA Design

Having created a whole new game genre with *Lemmings,* DMA broke ties with publisher Psygnosis a couple of years back, preferring to concentrate on more innovative titles rather than come up with new adventures for the little green suicide freaks.

Uniracers was the result, a SNES title which somehow made the sight of single-wheeled bikes visually attractive. From there, DMA gained entry into the N64 Dream Team, and have been beavering away on *Body Harvest* for Nintendo ever since.

"*Body Harvest* has been close to completion several times, but Nintendo keep changing the focus of the game," says DMA's Bryan Baglow. "When we conceived the title, it was much more of a straightforward shoot-'em-up, but Nintendo thought it could be changed into something that's almost an RPG. So, while the engine is done and all the monsters and vehicles are in there, we're re-doing the levels and providing character interaction to give it a much spanking new role-playing element. Sounds great, doesn't it?

Even wilder, though, is *Silicon Valley*. "Because we're developing *Silicon Valley* for BMG rather than Nintendo, the design is much more internal," Bryan tells us. "The team leader, Jamie Bryan, is also the lead artist, and from the beginning he's had a very clear idea of how it should look." In fact, it looks something like a B-movie cartoon, N64 style. Something classic but not too cutesy is the aim. "You've got all these robotic animals who may look cute, but may just bite your head off," warns Bryan.

With an off-beat story which puts the player in charge of a roving computer chip, exploring space station Silicon Valley – complete with 2001-style corridors; desert levels, arctic levels and so on – in a bid to discover why it disappeared from the solar system, and why it's suddenly reappeared a thousand years later, the game revolves of, a species of mouse that has wheels instead of legs. By working up through the chain (there are around 40 different species at the moment), different areas of the landscape can be




Silicon Valley


Body Harvest


Body Harvest

more strategic element."

When pushed for an estimated release date Bryan candidly admits, "It's a bit of mystery, because you know what Nintendo are like for quality control. They're the biggest company in the world, so they don't care about time scales so much. And of course we're happy to go along with them, because they know what they're doing."

All this means that gamers can now expect loads of vehicles, plenty of shoot-'em-up action, lots of impressive boss monsters *and* a around your ability to assume control of Valley's various robotic species. "Silicon Valley was a research station, so the place starts off with tiny nanobots which grow into more complex forms," explains Bryan. "All the animals interact, and there's a definite food chain going on there. If you're near a more predatory animal, you need to fight or run away."

In gaming terms, this heriarchy of artificial lifeforms might mean that the player is in control of a mouse, but in order to get around more easily, needs to fight it out with, then take control explored and new puzzles tackled. Bryan: "You may need to become a dog to herd a sheep into an area, or a ram so they'll follow you. You've got to think about exploiting features of the landscape. You may have missed whole sections if you haven't been up in the air, or gone down into a little mouse-hole."

And just as some animals can fly (some very unlikely animals, at that), players can also assume the form of animals which take to the water. "The water is modelled dynamically", says Bryan, "so there are things like dams, and sections which require water to be moved from one area to another. The landscape can always been interacted with in this kind of way."

With its mixture of fast action and free-form exploration, *Silicon Valley* has the potential to be one of next year's most original and individual games. As Bryan says, "What we're doing with all our titles is giving people toys to play with." And if that's not enough, two more games are already under discussion, to be published by DMA Design's new owners, Gremlin.

NEXT MONTH

The N64's all new, but the same names keep cropping up: *Starfox; Super Mario, Pilotwings* and *Mario Kart*. What makes Nintendo's classic games so enduring?

Coming next month in...

N64 MAGAZINE ISSUE 6

SOME GAMES REVIEWED!

Flip knows where we'll get them from. But rest assured: if anyone can track down some new Nintendo 64 games to review, it's **N64** Magazine. And you can expect us to provide the most authoratitive, detailed, entertaining and downright exciting reviews of them that you'll find anywhere, too. Whatever they might be.





PLUS!

WE DEMAND N64 RPGS!

...and with *Zelda 64*, *Holy Magic Century* and *Mother 3* all well underway, it appears we won't be disappointed. But what of *Final Fantasy*? And *Dragon Quest*? And the 64DD? In the next issue, Wil – sorry, 'FuSoYa' – will oversee an enormous survey of the Nintendo 64's role-playing possibilities. With enthusiasm.

MARIO KART CHAMPIONSHIP STAGE 2

Our *Kart* competition steps up a gear, with the results from Stage 1 – and the entry form for Stage 2! That cup could be yours!



HOW TO...

...completely ruin *Blast Corps*

While getting through *Blast Corps* mostly just takes teeth-gritting determination, there's the odd beacon and scientist you might struggle to unearth. Next month, we'll leave nothing to the imagination.

...rule the skies in *Pilotwings 64*

Right, you've suffered long enough. Next month we'll explain how to do all those tricky bits in *Pilotwings 64*, and what all the secret things are.

AND! A wealth of other exciting features, articles and tips. No doubt.

N64 MAGAZINE **Issue 6 on sale next month**

index to N64 MAGAZINE issue 5

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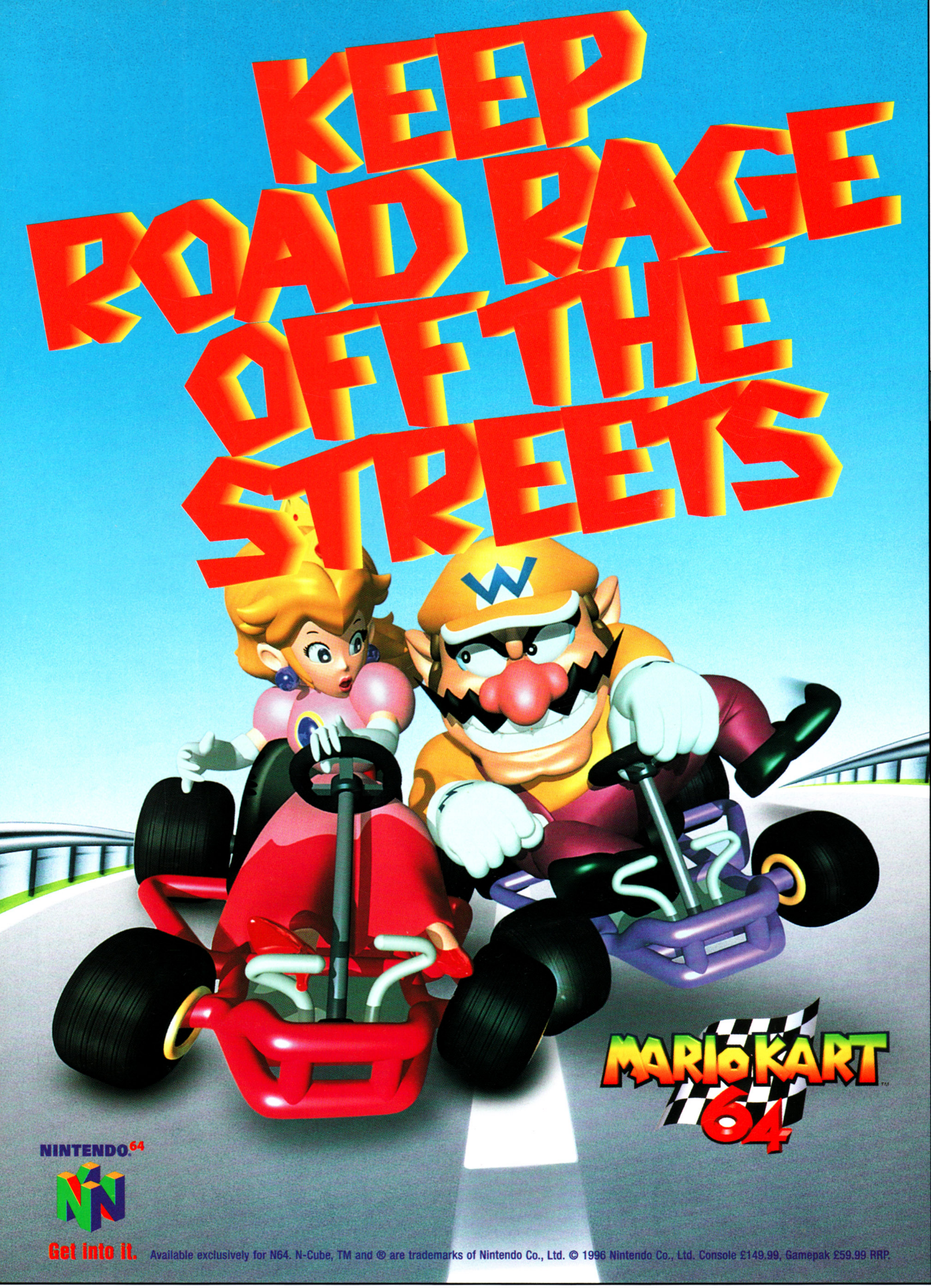
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